

# Ombres d'Esteren

## CHARACTER SHEET

Name: **Dan Gruul**

Player: **Lorenzo**

Sex: **H** Age: **20** Ethnicity: **Osag**

Profession: **Demorthèn**

Description: **Grand, yeux marron, Rasta chatain clair.**

### Ways

Combativeness: **1**

Empathy: **5**

Creativity: **3**

Reason: **3**

Conviction: **3**

### Advantages

**Strong Mind**

### Disadvantages

**Enemy**

### 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: 10**

**Survival: 3**

## Domains & Disciplines

### Craft

●○○○○+(CREA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●○○○○+(COMB:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

●●○○○+(EMP:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Erudition

●●○○○+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

○○○○○+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

●●●●●+(EMP:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthèn Mys.

●●●●●+(EMP:5)

Bonus: Malus:

Disc: Traditional Medicine 6

Disc: Demorthèn Knowledge 6

Disc:

### Occultism

○○○○○+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

●●○○○+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Prayer

○○○○○+(CONV:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

○○○○○+(COMB:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Relation

○○○○○+(EMP:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Performance

○○○○○+(CREA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

○○○○○+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

●●○○○+(COMB:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Travel

●○○○○+(EMP:5)

Bonus: Malus:

Disc:

Disc:

Disc:



# Weapons

Bow \_\_\_\_\_ dmg: 2  
 Short sword \_\_\_\_\_ dmg: 2  
 \_\_\_\_\_ dmg:  
 \_\_\_\_\_ dmg:  
 \_\_\_\_\_ dmg:

Potential: 2

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 2/3 Def: 13 Spd: 6
- ⊕ Offensive  
Atk: 4/5 Def: 11 Spd: 6
- ⊕ Defensive  
Atk: 0/1 Def: 15 Spd: 6
- ⊕ Quick  
Atk: 2/3 Def: 11 Spd: 8
- ⊕ Movement  
Atk: 0/0 Def: 15 Spd: 6

# Defense :

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# Speed:

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# Armor:

Leather tunic (1)



# ⊕ Equipment

Sac à dos \_\_\_\_\_  
 Silex x 2 \_\_\_\_\_  
 Torches x5 \_\_\_\_\_  
 De quoi manger pendant 3jours \_\_\_\_\_  
 Une gourde d'eau \_\_\_\_\_  
 Quelques herbes \_\_\_\_\_

# ⊕ Treasure

0 \_\_\_\_\_  Ember  
 0 \_\_\_\_\_  Azure  
 0 \_\_\_\_\_  Frost

# Valuables

# ⊕ Artifacts

# ⊕ Combat arts

# ⊕ Resources

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 00000 00000 00000  
 00000 00000 00000

# Rindath



Score: 9 / 9

# Ogham:

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

# Exaltation



Score: 9 / 9

# ❄ Major miracles:

# ❄ Minor miracles:

# Flux



## Mineral Flux

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## Vegetal Flux

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## Organic Flux

00000 00000 00000

## Fossil Flux

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# History

Birthplace: Gwidre - Calvary - Rural

Social class: Peasant

Setbacks:

Depuis tout jeune vivant en forêt sous la tutelle de son maître. Quelques villageois le déteste car il a tuait des bêtes de leurs bétail la nuit.

# Mental health

Mental Resistance: 9

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

Disorder: Hallucination

Str./Weak:

Scarring :

Special Ability:



# Personality

Conscience : 6

Instinct : 4

Orientation : Rationnelle

Character traits : Quality : Intuitive

Flaw : Absent-minded

# Faults

Passion : 1

Subversion : 3

Influence : 5

Doubt : 3

Guilt : 3

# Experience Points

Reste : 20

Total : 100

Highlights : Un villageois du nom de Ral Ru à déjà essayer de le tuer 3x

