

# Ombres d'Esteren

## CHARACTER SHEET

Name: **Malvina Carr**

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

Sex: F Age: 35 Ethnicity: **Tri-Kazel**

Profession: **Scholar**

Description: A middle aged woman, 5'8" with long salt and pepper hair.

### Ways

Combativeness: 1

Empathy: 2

Creativity: 4

Reason: 5

Conviction: 3

### Advantages

Lettrée

### Disadvantages

Fragile

Phobia

Trauma x2

### Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: 10

Survival: 2

## Domains & Disciplines

### Craft

●●●●●+(CREA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

○○○○○+(COMB: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

○○○○○+(EMP: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Érudition

●●●●●+(REA: 5)

Bonus: Malus:

Disc: Legends 6

Disc:

Disc:

Disc:

### Magience

○○○○○+(REA: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

●○○○○+(EMP: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthèn Mys.

○○○○○+(EMP: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultisme

○○○○○+(REA: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

Disc:

### Perception

●●●●●+(REA: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Prayer

○○○○○+(CONV: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

○○○○○+(COMB: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Relation

●●●●●+(EMP: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

Disc:

### Performance

●○○○○+(CREA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

●●●●●+(REA: 5)

Bonus: +1 Malus:

Disc: Treat the mind 6

Disc:

Disc:

### Shooting & throw.

○○○○○+(COMB: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Travel

●●●●●+(EMP: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

Disc:

# Weapons



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

Potential: 2

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 1/1 Def: 12 Spd: 3
- ⊕ Offensive  
Atk: 3/3 Def: 10 Spd: 3
- ⊕ Defensive  
Atk: -1/-1 Def: 14 Spd: 3
- ⊕ Quick  
Atk: 1/1 Def: 10 Spd: 5
- ⊕ Movement  
Atk: 0/0 Def: 14 Spd: 3

# Defense:

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# Speed:

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# Armor:



# ⊕ Equipment

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# ⊕ Treasure

- 0  Ember
- 0  Azure
- 0  Frost

# Valuables

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

# ⊕ Artifacts

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

# ⊕ Combat arts

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

# ⊕ Resources

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# Rindath



Score: 7 / 7

# Ogham:



# Exaltation



Score: 9 / 9

# ❄ Major miracles:

# ❄ Minor miracles:

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

# 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: Taol-Kaer - Dukedom of Osta-Baille - Urbain

Social class: Middle class

Setbacks: Adversary - Rumor - Solitude

A learned traveler from Osta-Bille that made her way to the village, married, and stayed. Her husband went missing a few years ago in the mountains and hasn't been seen since. He had been fascinated with the woods, and the plants and animals within.

## Mental health

Mental Resistance: 8

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

Disorder: Hallucination

Str./Weak:

Scarring :

Special Ability:



## Personnality

Conscience : 8

Instinct : 5

Orientation : Rationnelle

Character traits : Quality : Concentrée

Flaw : Eccentric

## Faults

Passion : 1

Subversion : 4

Influence : 2

Doubt : 5

Guilt : 3

## Experience Points

Reste : 0

Total : 100

Highlights :

