

Ombres d'Esteren

CHARACTER SHEET

Name: **Dorn**

Player: **Game Leader ike(...)**

Sex: **H** Age: **33** Ethnicity: **Tri-Kazel**

Profession: **Morcail/Craftsman**

Description: **Blood Feathers NPC (Miner turned morcail)**

Ways

Combativeness: **4**

Empathy: **3**

Creativity: **5**

Reason: **2**

Conviction: **1**

Advantages

Strong

Intuitive x2

Disadvantages

Weak Mind x2

Trauma x2

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: Mining **6**

Disc:

Disc:

Close Combat

●●●●●O+(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.

●●●●●O+(EMP: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

Demorthen Mys.

●●●●●+(EMP: 3)

Bonus: +2 Malus:

Disc: Sigil Rann **6**

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: +2 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: +2 Malus:

Disc:

Disc:

Disc:

Weapons



Dagger, knife, dirk dmg: 1
 Craftsman's hammer dmg: 2
 Short sword dmg: 2
 _____ dmg:
 _____ dmg:

Potential: 3

Combat attitudes

CàC/Tir
 Ⓢ Standard
 Atk: 9/5 Def: 10 Spd: 7
 Ⓢ Offensive
 Atk: 12/8 Def: 7 Spd: 7
 Ⓢ Defensive
 Atk: 6/2 Def: 13 Spd: 7
 Ⓢ Quick
 Atk: 9/5 Def: 7 Spd: 10
 Ⓢ Movement
 Atk: 0/0 Def: 13 Spd: 7

Defense:
 00000 00000

Speed:
 00000




Armor:
 Leather tunic (1)



Equipment

Oghams, Call Birds, Stone Arrow, Cr(...)

Treasure

0  Ember
 0  Azure
 0  Frost

Valuables

Artifacts

Combat arts

Resources

00000 00000 00000
 00000 00000 00000
 00000 00000 00000

Rindath



Score: 17 / 17

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: Taol-Kaer - Dukedom of Tulg - Rural

Social class: Craftsman

Setbacks: Violence - Solitude - Poverty

See Travels

Mental health

Mental Resistance: 4

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

Disorder: Hallucination

Str./Weak:

Scarring :

Special Ability:



Personnality

Conscience : 3

Instinct : 9

Orientation : Instinctive

Character traits : Quality : Combative

Flaw : Treacherous

Faults

Passion : 4

Subversion : 5

Influence : 3

Doubt : 2

Guilt : 1

Experience Points

Reste : 0

Total : 100

Highlights : After being laid off from a mining position he settled in a new home with the body of a morcail, believed its body and was able to figure out how to use the oghams. Now is preying on travellers

