

# Ombres d'Esteren

## CHARACTER SHEET

Name: **Dorn**

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

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

Profession: **Morvail/Craftsman**

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

### Ways

Combativeness: **4**

Empathy: **3**

Creativity: **5**

Reason: **2**

Conviction: **1**

### Advantages

Strong

Intuitive x2

### Disadvantages

Weak Mind x2

Trauma x2

### Health Condition

Good 000000

Okay -1 000000

Bad -2 00000

Critical -3 00000

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

OOOOO+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Erudition

OOOOO+(REA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

OOOOO+(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:

### Occultism

OOOOO+(REA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

OOOOO+(REA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Prayer

OOOOO+(CONV:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

●●OOO+(COMB:4)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Relation

●●●OO+(EMP:3)

Bonus: +2 Malus:

Disc:

Disc:

Disc:

### Performance

OOOOO+(CREA:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

OOOOO+(REA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

OOOOO+(COMB:4)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Travel

●OOOO+(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 :

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## Speed:

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## Armor:

Leather tunic (1)



## ⊕ Equipment

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

## ⊕ Treasure

0  Ember

0  Azure

0  Frost

## Valuables

## ⊕ Artifacts

## ⊕ Combat arts

## ⊕ Resources

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## Rindath

Score : 17 / 17



## Ogham:



## Exaltation

Score : 3 / 3



## ⊕ Major miracles:

## ⊕ Minor miracles:

## 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 Tulg - Rural

Social class: Craftsman

Setbacks: Violence - Solitude - Poverty

See Travels

## Mental health

Mental Resistance: 4

TRAUMA : 

Balance	Symptom	Syndrom	Madness
●●●●●	●●●●○	○○○○○	○○○○○
○	○	○	○

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

