

Ombres d'Esteren

CHARACTER SHEET

Name: **Aran Erudine**

Player: **Art Schomber**

Sex: **H** Age: **21** Ethnicity: **Osag**

Profession: **Craftsman**

Description : **Nordic, blond hair, blue eyes, very muscular**

Ways

Combativeness: **3**

Empathy: **2**

Creativity: **5**

Reason: **4**

Conviction: **1**

Advantages

Sturdy

Strong *x2*

Disadvantages

Phobia

Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: **11**

Survival: **3**

Domains & Disciplines

Craft

●●●●●+(CREA:5)

Bonus : Malus :

Disc : Smithing **6**

Disc :

Disc :

Close Combat

●●●●●+(COMB:3)

Bonus : +2 Malus :

Disc :

Disc :

Disc :

Stealth

○○○○○+(EMP:2)

Bonus : Malus :

Disc :

Disc :

Disc :

Erudition

○○○○○+(REA:4)

Bonus : Malus :

Disc :

Disc :

Disc :

Magience

○○○○○+(REA:4)

Bonus : Malus :

Disc :

Disc :

Disc :

Natural env.

●○○○○+(EMP:2)

Bonus : Malus :

Disc :

Disc :

Disc :

Demorthen Mys.

○○○○○+(EMP:2)

Bonus : Malus :

Disc :

Disc :

Disc :

Occultism

○○○○○+(REA:4)

Bonus : Malus :

Disc :

Disc :

Disc :

Perception

●●●○○+(REA:4)

Bonus : Malus :

Disc :

Disc :

Disc :

Prayer

○○○○○+(CONV:1)

Bonus : Malus :

Disc :

Disc :

Disc :

Feats

●●○○○+(COMB:3)

Bonus : +3 Malus :

Disc :

Disc :

Disc :

Relation

●●●●○+(EMP:2)

Bonus : Malus :

Disc :

Disc :

Disc :

Performance

○○○○○+(CREA:5)

Bonus : Malus :

Disc :

Disc :

Disc :

Science

●○○○○+(REA:4)

Bonus : Malus :

Disc :

Disc :

Disc :

Shooting & throw.

●●○○○+(COMB:3)

Bonus : +2 Malus :

Disc :

Disc :

Disc :

Travel

○○○○○+(EMP:2)

Bonus : Malus :

Disc :

Disc :

Disc :



Weapons

Craftsman's hammer dmg: 2
 Battleaxe dmg: 3
 _____ dmg:
 _____ dmg:
 _____ dmg:

Potential: 3

Combat attitudes

CàC/Tir

- ⊕ Standard
Atk: 10/7 Def: 11 Spd: 5
- ⊕ Offensive
Atk: 13/10 Def: 8 Spd: 5
- ⊕ Defensive
Atk: 7/4 Def: 14 Spd: 5
- ⊕ Quick
Atk: 10/7 Def: 8 Spd: 8
- ⊕ Movement
Atk: 0/0 Def: 14 Spd: 5

Defense :

00000 00000

Speed:

00000

Armor:

Chain mail (3)



⊕ Equipment

Backpack _____
 Tent (for one or two people) _____
 Rations (5\days) _____
 Tinderbox _____
 Sleeping bag _____
 Traveling Boots _____
 Wool Cloak _____
 Wool Tunic _____
 Wool Pants _____
 Leather Gloves _____

Leather Apron _____

⊕ Treasure

0 ⊕ Ember
 0 ⊕ Azure
 0 ⊕ Frost

Valuables

⊕ Artifacts

⊕ Combat arts

⊕ Resources

00000 00000 00000
 00000 00000 00000
 00000 00000 00000

Rindath



Score: 10 / 10

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: Reizh - Region of Baladh-Ruoch - Rural

Social class: Middle class

Setbacks: Solitude

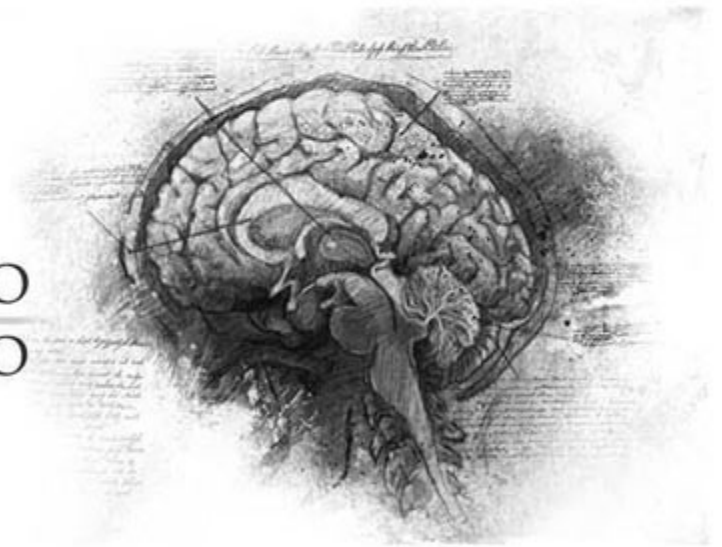
Aran grew up in a small town on the frontier of the land, where he spent a lot of time practicing his trade with his father (also a blacksmith). Eventually he performed his military career in a small military outpost where he spent his time in supply, repairing equipment. Just recently arrived home to find out that during his absence his hometome had been destroyed, leaving no traces.

Mental health

Mental Resistance: 6

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

Disorder: **Confusion mentale** Str./Weak:
 Scarring : Special Ability:



Personnality

Conscience : 5 Instinct : 8 Orientation : *Instinctive*

Character traits : **Quality : Cool-headed**
Flaw : Cold

Faults

Passion : 3
Subversion : 5
Influence : 2
Doubt : 4
Guilt : 1



Experience Points

Reste : 0 Total : 100

Highlights : _____

