

# Ombres d'Esteren

## CHARACTER SHEET

Name: Maar

Player: Jérémy

Sex: H Age: 22 Ethnicity: Continent

Profession: Magientist

Description: Faible, triste, mais très intelligent

### Ways

Combativeness: 2

Empathy: 1

Creativity: 4

Reason: 5

Conviction: 3

### Advantages

Financial Ease 4

Smart x2

Lettre

### Disadvantages

Weak

Fragile

Awkward

### 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: Magientist Machinery 6

Disc:

Disc:

### Close Combat

○○○○○+(COMB: 2)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

### Stealth

○○○○○+(EMP: 1)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

### Érudition

●●●●●+(REA: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

●●●●●+(REA: 5)

Bonus: +2 Malus:

Disc: Artifacts repairing 6

Disc: Artifacts use 6

Disc:

### Natural env.

○○○○○+(EMP: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthèn Mys.

○○○○○+(EMP: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultisme

●○○○○+(REA: 5)

Bonus: +2 Malus:

Disc:

Disc:

Disc:

### Perception

●○○○○+(REA: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Prayer

○○○○○+(CONV: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

○○○○○+(COMB: 2)

Bonus: Malus: ~2

Disc:

Disc:

Disc:

### Relation

●○○○○+(EMP: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Performance

○○○○○+(CREA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

●●●●●+(REA: 5)

Bonus: +3 Malus:

Disc: Magientist Machinery 6

Disc:

Disc:

### Shooting & throw.

○○○○○+(COMB: 2)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

### Travel

○○○○○+(EMP: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

# Weapons



Craftsman's hammer    dmg: 2  
 \_\_\_\_\_    dmg:  
 \_\_\_\_\_    dmg:  
 \_\_\_\_\_    dmg:  
 \_\_\_\_\_    dmg:

Potential: 2

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 1/1 Def: 10 Spd: 3
- ⊕ Offensive  
Atk: 3/3 Def: 8 Spd: 3
- ⊕ Defensive  
Atk: -1/-1 Def: 12 Spd: 3
- ⊕ Quick  
Atk: 1/1 Def: 8 Spd: 5
- ⊕ Movement  
Atk: 0/0 Def: 12 Spd: 3

# Defense :

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# Speed:

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# Armor:



# Equipment

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# Treasure

- 0 Ember
- 0 Azure
- 100 Frost

# Valuables

# Artifacts

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

# Combat arts

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 \_\_\_\_\_  
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# Resources

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# Rindath



Score: 7 / 7

# Ogham:



# Exaltation



Score: 9 / 9

# Major miracles:

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

# 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: Solitude

Sa famille est morte dans l'explosion d'une cuve de flux pendant un test.

## Mental health

Mental Resistance: 8

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

Disorder: *Mélancolie*

Str./Weak:

Scarring :

Special Ability:



## Personnality

Conscience : 8

Instinct : 6

Orientation : *Rationnelle*

Character traits : *Quality : Ingenious*

*Flaw : Sad*

## Faults

*Passion : 2*

*Subversion : 4*

*Influence : 1*

*Doubt : 5*

*Guilt : 3*

## Experience Points

Reste : 10

Total : 200

Highlights :

