

Ombres d'Esteren

Character Sheet

Name: **Adrac**

Player: **Aled**

Sex: **H** Age: **30** Ethnicity: **Tri-Kazel**

Profession: **Blade knight of the Temple**

Description: _____

Ways

Combativeness: **5**

Empathy: **4**

Creativity: **1**

Reason: **1**

Conviction: **4**

Advantages

Sturdy

Strong

Lucky

Disadvantages

Slow Witted x2

Poor

Anosmia

Health Condition

Good 000000

Okay -1 000000

Bad -2 00000

Critical -3 00000

Agony 0



Stamina: **10**

Survival: **3**

Domains & Disciplines

Craft

000000+(CREA:1)

Bonus: Malus:

Disc:

Disc:

Disc:

Close Combat

000000+(COMB:5)

Bonus: +1 Malus:

Disc: Swords 6

Disc:

Disc:

Stealth

000000+(EMP:4)

Bonus: Malus:

Disc:

Disc:

Disc:

Érudition

000000+(REA:1)

Bonus: Malus:

Disc:

Disc:

Disc:

Magience

000000+(REA:1)

Bonus: Malus: ~2

Disc:

Disc:

Disc:

Natural env.

000000+(EMP:4)

Bonus: Malus:

Disc:

Disc:

Disc:

Demorthèn Mys.

000000+(EMP:4)

Bonus: Malus:

Disc:

Disc:

Disc:

Occultisme

000000+(REA:1)

Bonus: Malus: ~2

Disc:

Disc:

Disc:

Perception

000000+(REA:1)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

Prayer

000000+(CONV:4)

Bonus: Malus:

Disc: Miracles 6

Disc:

Disc:

Feats

000000+(COMB:5)

Bonus: +2 Malus:

Disc:

Disc:

Disc:

Relation

000000+(EMP:4)

Bonus: Malus:

Disc:

Disc:

Disc:

Performance

000000+(CREA:1)

Bonus: Malus:

Disc:

Disc:

Disc:

Science

000000+(REA:1)

Bonus: Malus: ~2

Disc:

Disc:

Disc:

Shooting & throw.

000000+(COMB:5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

Travel

000000+(EMP:4)

Bonus: Malus:

Disc:

Disc:

Disc:



Weapons

Dagger, knife, dirk dmg: 1
Javelin dmg: 2
Short spear dmg: 2
Long sword dmg: 3

Potential: 1

Combat attitudes

CàC/Tir

⊕ Standard
Atk: 11/8 Def: 12 Spd: 9
⊕ Offensive
Atk: 12/9 Def: 11 Spd: 9
⊕ Defensive
Atk: 10/7 Def: 13 Spd: 9
⊕ Quick
Atk: 11/8 Def: 11 Spd: 10
⊕ Movement
Atk: 0/0 Def: 13 Spd: 9

Defense :

●●○○○ ○○○○○

Speed:

○○○○○

Armor:

Chain mail (3)

Plate armor (4)

Large shield (1)



⊕ Equipment

⊕ Treasure

○  Ember

○  Azure

○  Frost

Valuables

⊕ Artifacts

⊕ Combat arts

Parry

⊕ Resources

○○○○○ ○○○○○ ○○○○○

○○○○○ ○○○○○ ○○○○○

○○○○○ ○○○○○ ○○○○○

Rindath

Score : 10 / 10



Ogham:



Exaltation

Score : 17 / 17



❄ Major miracles:

Miraculous Healing

❄ Minor miracles:

Flux



Mineral Flux

○○○○○ ○○○○○ ○○○○○

Vegetal Flux

○○○○○ ○○○○○ ○○○○○

Organic Flux

○○○○○ ○○○○○ ○○○○○

Fossil Flux

○○○○○ ○○○○○ ○○○○○



History

Birthplace: Gwidre - Region of Ard-Amrach - Urbain

Social class: Clerge

Setbacks: Illness - Violence

Born the bastard son of a prostitute, he was abandoned to live with his grandmother almost immediately after he was born. Although he knew nothing of his father, his grandmother did tell him that he was apparently born in the palace, at the age of 6 he fell deathly ill, but made a miraculous recovery, His grandmother being a devout follower of the ways of the Temple, she thanked the One for saving Adrac, this event also led Adrac into his belief in the One, at the age of 10 his grandmother died and he left to serve the Temple and the One in any way he could, He wasn't one for memorising scripture, being a tad slow, but he was a formidable combatant and unusually lucky. So saw great success among the Blades.(...)

Mental health

Mental Resistance: 9

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

Disorder: Frénésie

Str./Weak:

Scarring :

Special Ability:



Personnality

Conscience : 5

Instinct : 6

Orientation : Instinctive

Character traits : Quality : Generous

Flaw : Daring

Faults

Passion : 5

Subversion : 1

Influence : 4

Doubt : 1

Guilt : 4

Experience Points

Reste : 5

Total : 100

Highlights :

