

# Ombres d'Estéren

## Character Sheet

Name: **Archer-Opti**

Player: **Hugo**

Sex: **H** Age: **31** Ethnicity: **Tri-Kazel**

Profession: **Ranged Fighter**

Description: \_\_\_\_\_

### Ways

**Combativeness: 5**  
**Empathy: 3**  
**Creativity: 3**  
**Reason: 3**  
**Conviction: 1**

### Advantages

**Bonne vue**  
**Nimble**

### Disadvantages

**Enemy**  
**Phobia**  
**Shy**

### Health Condition

<i>Good</i>		0 0 0 0 0
<i>Okay</i>	-1	0 0 0 0 0
<i>Bad</i>	-2	0 0 0 0
<i>Critical</i>	-3	0 0 0 0
<i>Agony</i>	0	



**Stamina: 10**  
**Survival: 3**

## Domains & Disciplines

### Craft

●●●●● + (CREA: 3)  
 Bonus:    Malus:  
 Disc: Magientist Machinery 10  
 Disc: Magientist Tool 10  
 Disc: Jewelry 10

### Close Combat

●●●●● + (COMB: 5)  
 Bonus:    Malus:  
 Disc: Badgerworking Weapons 10  
 Disc: Word of Fighting 10  
 Disc: Brains 10  
 Disc: Pottery 10  
 Disc: Pottery Fighting 10

### Smithing

●●●●● + (EMP: 3)  
 Bonus: +1    Malus:  
 Disc: Short Blades 10  
 Disc: Polearms 10  
 Disc: Mimicry 10  
 Disc: Pickpocket 9

### Erudition

●●●●● + (REA: 3)  
 Bonus:    Malus:  
 Disc: Doctrine of the Temple 10  
 Disc: Geography 10  
 Disc: Heraldry 10  
   Story 10  
   Languages 10  
   Politics 10  
   Magientist Principles 10

### Magience

●●●●● + (REA: 3)  
 Bonus:    Malus:  
 Disc: Flux knowledge 10  
 Disc: Flux extraction 10  
 Disc: Medicine 10  
 Disc: Flux refining 10

### Natural env.

●●●●● + (EMP: 3)  
 Bonus:    Malus:  
 Disc: Tracking 10  
 Disc: First Aid 10  
 Disc: Orientation 10  
 Disc: Survival 10  
 Disc: Agriculture 10

### Demerthen Mys

●●●●● + (EMP: 3)  
 Bonus:    Malus:  
 Disc: Concentration 10  
 Disc: Meditation 10  
 Disc: Herbalism 10  
 Disc: Ancient Tongue 10  
 Disc: Traditional Medicine 10

### Oratorical

●●●●● + (REA: 3)  
 Bonus:    Malus:  
 Disc: Spirituality 10  
 Disc: Artifact Fighting 10  
 Disc: Esotericism 10  
 Disc: Hypnosis 10  
   Interpreting dreams 10  
   Magientist Tool 10  
   Mental phenomena 10

### Perception

●●●●● + (REA: 3)  
 Bonus: +1    Malus:  
 Disc: Acute Senses 10  
 Disc: Observation 10  
 Disc: Alertness 10  
 Disc: Evaluation 10

### Prayer

●●●●● + (CONV: 1)  
 Bonus:    Malus:  
 Disc: Concentration 10  
 Disc: Temple Knowledge 10  
 Disc: Miracles 10  
 Disc: Contemplation 10  
 Disc: Spirituality 10

### Freedom

●●●●● + (COMB: 5)  
 Bonus: +1    Malus:  
 Disc: Escape 10  
 Disc: Endurance 10  
 Disc: Acrobatics 10  
 Disc: Running 10  
 Disc: Climbing 10

### Rebellion

●●●●● + (EMP: 3)  
 Bonus:    Malus: ~1  
 Disc: Spiel 10  
 Disc: Charm 10  
 Disc: Command 10  
   Faction knowledge 10  
   Diplomacy 10  
   Etiquette of a particular social class 10  
   Intimidation 10

### Performance

●●●●● + (CREA: 3)  
 Bonus:    Malus: ~1  
 Disc: Singing 10  
 Disc: Acting 10  
 Disc: Dancing 10  
 Disc: Musical Instruments 10

### Science

●●●●● + (REA: 3)  
 Bonus:    Malus:  
 Disc: Architecture 10  
 Disc: Artifact Fighting 10  
 Disc: Botany 10  
 Disc: Mental troubles knowledge 10  
 Disc: Biology 10

### Shooting & throw

●●●●● + (COMB: 5)  
 Bonus: +1    Malus:  
 Disc: Mechanics 10  
 Disc: Medicine 10  
 Disc: Throwing Weapons 10  
 Disc: Magientist Tool 10  
 Disc: Artifact Fighting 10  
 Disc: Artifacts repairing 10  
 Disc: Crossbows 10  
 Disc: Spirituality 10

### Travel

●●●●● + (EMP: 3)  
 Bonus:    Malus:  
 Disc: Riding 10  
 Disc: Carriages 10  
 Disc: Cartography 10  
   Side Roads (Varigal) 10  
   Navigation 10  
   Orientation 10  
   Signs (Varigal) 10



# Weapons

Dagger, knife, dirk      dmg: 1  
 Javelin                      dmg: 2  
 Bow                            dmg: 2  
 \_\_\_\_\_                    dmg:  
 \_\_\_\_\_                    dmg:

Potential: 2

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 10/11 Def: 22 Spd: 13
- ⊕ Offensive  
Atk: 12/13 Def: 20 Spd: 13
- ⊕ Defensive  
Atk: 8/9 Def: 24 Spd: 13
- ⊕ Quick  
Atk: 10/11 Def: 20 Spd: 15
- ⊕ Movement  
Atk: 0/0 Def: 24 Spd: 13

# Defense :

●●●●●● ●●●●●●

# Speed:

●●●●●●

# Armor:

Round shield (1)  
 Leather tunic (1)



# ⊕ Equipment

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

# ⊕ Treasure

- 0      ⊕ Ember
- 0      ⊕ Azure
- 0      ⊕ Frost

# Valuables

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

# ⊕ Artifacts

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

# ⊕ Combat arts

Archery

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

# ⊕ Resources

○○○○○ ○○○○○ ○○○○○  
 ○○○○○ ○○○○○ ○○○○○  
 ○○○○○ ○○○○○ ○○○○○

# Rindath

Score: 11 / 11



# Ogham:

⊕ \_\_\_\_\_  
 ⊕ \_\_\_\_\_  
 ⊕ \_\_\_\_\_  
 ⊕ \_\_\_\_\_  
 ⊕ \_\_\_\_\_  
 ⊕ \_\_\_\_\_

# Exaltation

Score: 3 / 3



# ⊕ Major miracles:

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

# ⊕ Minor miracles:

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

# Flux



Mineral Flux  
 ○○○○○ ○○○○○ ○○○○○  
 Vegetal Flux  
 ○○○○○ ○○○○○ ○○○○○  
 Organic Flux  
 ○○○○○ ○○○○○ ○○○○○  
 Fossil Flux  
 ○○○○○ ○○○○○ ○○○○○



# History

Birthplace: Taol-Kaer - Dukedom of Dilan - Rural

Social class: Peasant

Setbacks: Adversary - Rumor - Solitude

# Mental health

Mental Resistance: 6

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

Disorder: Frénésie

Str./Weak:

Scarring :

Special Ability:



# Personnality

Conscience : 4

Instinct : 8

Orientation : Instinctive

Character traits : Quality : Pugnacious

Flaw : Impulsive

# Faults

Passion : 5

Subversion : 3

Influence : 3

Doubt : 3

Guilt : 1

# Experience Points

Reste : 41160

Total : 57480

Highlights :

