

# Ombres d'Esteren

## CHARACTER SHEET

Name: **Frolin**

Player: **marco**

Sex: **H** Age: **30** Ethnicity: **Tarish**

Profession: **Peasant**

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

### Ways

Combativeness: **3**

Empathy: **5**

Creativity: **4**

Reason: **2**

Conviction: **1**

### Advantages

Good Health

### Disadvantages

Enemy

### Health Condition

Good 00000

Okay -1 00000

Bad -2 00000

Critical -3 0000

Agony 0



Stamina: **10**

Survival: **3**

## Domains & Disciplines

### Craft

●●●●●+(CREA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●○○○○+(COMB: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

○○○○○+(EMP: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Érudition

●●●●●+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

○○○○○+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

●●●●●+(EMP: 5)

Bonus: Malus:

Disc: First Aid 6

Disc: Survival 6

Disc:

### Demorthèn Mys.

○○○○○+(EMP: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultisme

○○○○○+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

●○○○○+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Prayer

○○○○○+(CONV: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

●●●●●+(COMB: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Relation

○○○○○+(EMP: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Performance

○○○○○+(CREA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

●●●●●+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

○○○○○+(COMB: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Travel

○○○○○+(EMP: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

# Weapons



Dagger, knife, dirk      dmg: 1  
 \_\_\_\_\_      dmg:  
 \_\_\_\_\_      dmg:  
 \_\_\_\_\_      dmg:  
 \_\_\_\_\_      dmg:

Potential: 2

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 4/3 Def: 12 Spd: 8
- ⊕ Offensive  
Atk: 6/5 Def: 10 Spd: 8
- ⊕ Defensive  
Atk: 2/1 Def: 14 Spd: 8
- ⊕ Quick  
Atk: 4/3 Def: 10 Spd: 10
- ⊕ Movement  
Atk: 0/0 Def: 14 Spd: 8

# Defense :

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# Speed:

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# Armor:




Studded leather tunic (2)



# Equipment

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

# Treasure

- 0  Ember
- 0  Azure
- 0  Frost

# Valuables

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

# Artifacts

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

# Combat arts

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

# Resources

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 00000 00000 00000  
 00000 00000 00000

# Rindath



Score: 12 / 12

# Ogham:



# Exaltation



Score: 3 / 3

# Major miracles:

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

# Minor miracles:

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

# Flux



## Mineral Flux

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## Vegetal Flux

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## Organic Flux

00000 00000 00000

## Fossil Flux

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## History

Birthplace: Taol-Kaer - Dukedom of Tuaille - Rural

Social class: Craftsman

Setbacks: Adversary - Poverty

## Mental health

Mental Resistance: 6

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

Disorder: *Mysticisme*

Str./Weak:

Scarring :

Special Ability:



## Personnality

Conscience : 3

Instinct : 7

Orientation : *Instinctive*

Character traits : *Quality : Free*

*Flaw : Liar*

## Faults

*Passion : 3*

*Subversion : 4*

*Influence : 5*

*Doubt : 2*

*Guilt : 1*

## Experience Points

Reste : 0

Total : 100

Highlights :

