

# Ombres d'Esteren

## Character Sheet

Name: **Vif** Player: **Clément**  
 Sex: **H** Age: **27** Ethnicity: **Osag** Profession: **Fighter**  
 Description: **Cherche l'aventure et le combat.**

### Ways

Combactiveness: **5**

Empathy: **3**

Creativity: **2**

Reason: **1**

Conviction: **4**

### Advantages

Financial Ease **3**

Strong **x2**

### Disadvantages

Weak Mind

Slow Witted **x2**

### Health Condition

Good **00000**

Okay **-1 00000**

Bad **-2 00000**

Critical **-3 00000**

Agony **0**



Stamina: **9**

Survival: **3**

## Domains & Disciplines

### Craft

00000+(CREA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

00000+(COMB:5)

Bonus: +2 Malus:

Disc: Axes

6

Disc:

Disc:

### Stealth

00000+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Erudition

00000+(REA:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

00000+(REA:1)

Bonus: Malus: ~2

Disc:

Disc:

Disc:

### Natural env.

00000+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthen Mys.

00000+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultism

00000+(REA:1)

Bonus: Malus: ~2

Disc:

Disc:

Disc:

### Perception

00000+(REA:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Prayer

00000+(CONV:4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

00000+(COMB:5)

Bonus: +2 Malus:

Disc:

Disc:

Disc:

### Relation

00000+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Performance

00000+(CREA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

00000+(REA:1)

Bonus: Malus: ~2

Disc:

Disc:

Disc:

### Shooting & throw.

00000+(COMB:5)

Bonus: +2 Malus:

Disc: Crossbows

6

Disc:

Disc:

### Travel

00000+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:



## Weapons

Crossbow dmg: 2

Battleaxe dmg: 3

dmg:

dmg:

dmg:

Potential: 2

## Combat attitudes

CàC/Tir

⊗ Standard  
Atk: 12/12 Def: 9 Spd: 8

⊗ Offensive  
Atk: 14/14 Def: 7 Spd: 8

⊗ Defensive  
Atk: 10/10 Def: 11 Spd: 8

⊗ Quick  
Atk: 12/12 Def: 7 Spd: 10

⊗ Movement  
Atk: 0/0 Def: 11 Spd: 8

## Defense :

000000 000000

## Speed:

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## Armor:

Plate armor (4)



## ⊗ Equipment

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## ⊗ Treasure

0 ⊗ Ember

0 ⊗ Azure

10 ⊗ Frost

## Valuables

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\_\_\_\_\_

## ⊗ Artifacts

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## ⊗ Combat arts

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## ⊗ Resources

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00000 00000 00000

00000 00000 00000

## Rindath

Score : 10 / 10



## Ogham:



## Exaltation

Score : 12 / 12



## ⊗ Major miracles:

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\_\_\_\_\_

## ⊗ Minor miracles:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Flux



### Mineral Flux

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### Vegetal Flux

00000 00000 00000

### Organic Flux

00000 00000 00000

### Fossil Flux

00000 00000 00000





## History

Birthplace: Reizh - Region of Candlewood - Rural

Social class: Peasant

Setbacks: Wound - Violence

Issu de parents paysans, il refuse cette vie de labeur et de monotonie et fuit sa terre natal pour devenir mercenaire. N'ayant pas reçu de formation au combat, il se voit forcé d'apprendre en autodidacte et se sert d'armes peu complexe et lourdes : l'arbalète et la hache.

## Mental health

Mental Resistance: 8

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

Disorder: Frénésie

Str./Weak:

Scarring :

Special Ability:



## Personnality

Conscience : 5

Instinct : 7

Orientation : Instinctive

Character traits : Quality : Combative

Flaw : Careless

## Faults

Passion : 5

Subversion : 2

Influence : 3

Doubt : 1

Guilt : 4

## Experience Points

Reste : 25

Total : 100

Highlights : A tranché un homme en deux une fois.

