

O^{1st} Ombres d'Esteren

Character Sheet

Name: **Cheshire**

Player: **Chase**

Sex: **H** Age: **23** Ethnicity: **Tarish**

Profession: **Bard**

Description: **Former Circus Ringleader**

Ways

Combativeness: **3**

Empathy: **1**

Creativity: **5**

Reason: **4**

Conviction: **2**

Advantages

Charismatic

Nimble *x2*

Disadvantages

Short-sighted

Anosmia

Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: **9**

Survival: **3**

Domains & Disciplines

Craft

00000+(CREA:5)

Bonus: Malus:

Disc:

Disc:

Disc:

Close Combat

00000+(COMB:3)

Bonus: Malus:

Disc:

Disc:

Disc:

Stealth

00000+(EMP:1)

Bonus: +2 Malus:

Disc:

Disc:

Disc:

Érudition

00000+(REA:4)

Bonus: Malus:

Disc:

Disc:

Disc:

Magience

00000+(REA:4)

Bonus: Malus:

Disc:

Disc:

Disc:

Natural env.

00000+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:

Demorthèn Mys.

00000+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:

Occultisme

00000+(REA:4)

Bonus: Malus:

Disc:

Disc:

Disc:

Perception

00000+(REA:4)

Bonus: Malus: ~2

Disc:

Disc:

Disc:

Prayer

00000+(CONV:2)

Bonus: Malus:

Disc:

Disc:

Disc:

Feats

00000+(COMB:3)

Bonus: +2 Malus:

Disc:

Disc:

Disc:

Relation

00000+(EMP:1)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

Performance

00000+(CREA:5)

Bonus: +1 Malus:

Disc: Acting **6**

Disc:

Disc:

Science

00000+(REA:4)

Bonus: Malus:

Disc:

Disc:

Disc:

Shooting & throw.

00000+(COMB:3)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

Travel

00000+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:

Weapons



Dagger, knife, dirk dmg: 1
 Sling dmg: 1
 _____ dmg:
 _____ dmg:
 _____ dmg:

Potential: 3

Combat attitudes

CàC/Tir

- ⊕ Standard
Atk: 5/2 Def: 12 Spd: 4
- ⊕ Offensive
Atk: 8/5 Def: 9 Spd: 4
- ⊕ Defensive
Atk: 2/-1 Def: 15 Spd: 4
- ⊕ Quick
Atk: 5/2 Def: 9 Spd: 7
- ⊕ Movement
Atk: 0/0 Def: 15 Spd: 4

Defense:

00000 00000

Speed:

00000

Armor:

Leather tunic (1)



Equipment

Solid white mask

Treasure

0 Ember

0 Azure

0 Frost

Valuables

Artifacts

Combat arts

Resources

00000 00000 00000
 00000 00000 00000
 00000 00000 00000

Rindath

Score: 9 / 9



Ogham:



Exaltation

Score: 6 / 6



Major miracles:

Minor miracles:

Flux



Mineral Flux

00000 00000 00000

Vegetal Flux

00000 00000 00000

Organic Flux

00000 00000 00000

Fossil Flux

00000 00000 00000



History

Birthplace: Gwidre - Forest of Whispers - Rural

Social class: Peasant

Setbacks: Wound

"The Man of Many Masks", a title bestowed upon Cheshire while in the circus, was about the only thing he cherished about being in the circus. If he was fully honest with himself he loathed each and every person or thing in that freak show. Running away from home to join the circus is possibly the dumbest and most dangerous thing a young person can do, those who ended up dead were the lucky ones in his opinion. Freaks of humanity making fun of freak of nature, that was the idea that was used to sum up the show. Making fun of the horrors that our elders told stories of, seemed a bit much coming from people who were seen as the heel of society. However, it wasn't all bad, the quick ascension to ring leader was incredibly nice. Of course having a nack for it didn't hurt his odds either. Being(...)

Mental health

Mental Resistance: 7

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

Disorder: **Obsession**

Str./Weak:

Scarring :

Special Ability:



Personnality

Conscience : 6

Instinct : 8

Orientation : *Instinctive*

Character traits : **Quality : Focused**

Flaw : Cold

Faults

Passion : 3

Subversion : 5

Influence : 1

Doubt : 4

Guilt : 2

Experience Points

Reste : 5

Total : 100

Highlights : Once a successful ring leader for a traveling circus now has settled down for the time being to tend to his ill-stricken mother. While she does not appear to be terminal she is bed ridden. Local doctors are unable to diagnose what this could possibly be. Cheshire is constantly on the look out for leads to a cure, whether it's modern medicine or something a bit more mystical, a lead is still a lead. Typically a loner, Cheshire will travel with a group if he finds it beneficial for him. Should the group ever stay away from his end goal he has no problem with heading seperate ways(...)

