

# Ombres d'Esteren

## CHARACTER SHEET

Name: Comar Player: \_\_\_\_\_  
 Sex: H Age: 16 Ethnicity: Tri-Kazel Profession: Fighter  
 Description: \_\_\_\_\_

### Ways

Combativeness: 5  
 Empathy: 5  
 Creativity: 2  
 Reason: 1  
 Conviction: 2

### Advantages

Strong

### Disadvantages

Unattractive

Slow

### Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: 10

Survival: 3

## Domains & Disciplines

### Craft

●○○○○+(CREA:2)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Close Combat

●●●●●+(COMB:5)  
 Bonus: +1 Malus:  
 Disc: Bludgeoning Weapons 6  
 Disc:  
 Disc:

### Stealth

○○○○○+(EMP:5)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Erudition

○○○○○+(REA:1)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Magience

○○○○○+(REA:1)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Natural env.

●○○○○+(EMP:5)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Demorthen Mys.

○○○○○+(EMP:5)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Occultism

○○○○○+(REA:1)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Perception

●●●○○+(REA:1)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Prayer

○○○○○+(CONV:2)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Feats

●●●●○+(COMB:5)  
 Bonus: +1 Malus:  
 Disc:  
 Disc:  
 Disc:

### Relation

○○○○○+(EMP:5)  
 Bonus: Malus: ~1  
 Disc:  
 Disc:  
 Disc:

### Performance

○○○○○+(CREA:2)  
 Bonus: Malus: ~1  
 Disc:  
 Disc:  
 Disc:

### Science

○○○○○+(REA:1)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Shooting & throw.

●●●●○+(COMB:5)  
 Bonus: +1 Malus:  
 Disc:  
 Disc:  
 Disc:

### Travel

●○○○○+(EMP:5)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:



# Weapons

Club \_\_\_\_\_ dmg: 1  
 \_\_\_\_\_ dmg:  
 \_\_\_\_\_ dmg:  
 \_\_\_\_\_ dmg:  
 \_\_\_\_\_ dmg:

Potential: 2

# Combat attitudes

Cà/Tir

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

# Defense :

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# Speed:

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# Armor:



# ⊕ Equipment

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

# ⊕ Treasure

- 0  Ember
- 0  Azure
- 0  Frost

# Valuables

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

# ⊕ Artifacts

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

# ⊕ Combat arts

Two-weapon fighting

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

# ⊕ Resources

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 00000 00000 00000  
 00000 00000 00000

# Rindath



Score: 12 / 12

# Ogham:

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

# Exaltation



Score: 6 / 6

# ⊕ Major miracles:

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

# ⊕ Minor miracles:

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

# Flux



## Mineral Flux

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## Vegetal Flux

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## Organic Flux

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## Fossil Flux

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# History

Birthplace: Taol-Kaer - Dukedom of Tulg - Rural

Social class: Peasant

Setbacks:

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# Mental health

Mental Resistance: 7

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

Disorder: Frénésie

Str./Weak:

Scarring :

Special Ability:



# Personnality

Conscience : 3

Instinct : 7

Orientation : Instinctive

Character traits : Quality : Sensitive

Flaw : Emotive

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# Faults

Passion : 5

Subversion : 2

Influence : 5

Doubt : 1

Guilt : 2



# Experience Points

Reste : 35

Total : 100

Highlights :

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