

# Ombres d'Esteren

## CHARACTER SHEET

Name: ... Player: **Doc**  
 Sex: **H** Age: **21** Ethnicity: **Carish** Profession: **Craftsman**  
 Description: \_\_\_\_\_

### Ways

Combateness: **2**  
 Empathy: **3**  
 Creativity: **5**  
 Reason: **3**  
 Conviction: **2**

### Advantages

Survival Instinct

### Disadvantages

Hard of Hearing

### Health Condition

Good	00000
Okay	-1 00000
Bad	-2 00000
Critical	-3 00000
Agony	0



Stamina: **10**  
 Survival: **4**

## Domains & Disciplines

### Craft

●●●●●+(CREA:5)  
 Bonus:    Malus:  
 Disc: Magientist Machinery **6**  
 Disc:  
 Disc:

### Close Combat

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

### Stealth

○○○○○+(EMP:3)  
 Bonus:    Malus:  
 Disc:  
 Disc:  
 Disc:

### Erudition

●●○○○+(REA:3)  
 Bonus:    Malus:  
 Disc:  
 Disc:  
 Disc:

### Magience

○○○○○+(REA:3)  
 Bonus:    Malus:  
 Disc:  
 Disc:  
 Disc:

### Natural env.

●●○○○+(EMP:3)  
 Bonus:    Malus:  
 Disc:  
 Disc:  
 Disc:

### Demorthen Mys.

○○○○○+(EMP:3)  
 Bonus:    Malus:  
 Disc:  
 Disc:  
 Disc:

### Occultism

○○○○○+(REA:3)  
 Bonus:    Malus:  
 Disc:  
 Disc:  
 Disc:

### Perception

●○○○○+(REA:3)  
 Bonus:    Malus: ~1  
 Disc:  
 Disc:  
 Disc:

### Prayer

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

### Feats

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

### Relation

●●○○○+(EMP:3)  
 Bonus:    Malus:  
 Disc:  
 Disc:  
 Disc:

### Performance

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

### Science

●●●●●+(REA:3)  
 Bonus:    Malus:  
 Disc: Magientist Machinery **6**  
 Disc: Mechanics **6**  
 Disc:

### Shooting & throw.

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

### Travel

●●○○○+(EMP:3)  
 Bonus:    Malus:  
 Disc:  
 Disc:  
 Disc:



# Weapons

Dagger, knife, dirk      dmg: 1  
 Craftsman's hammer      dmg: 2  
 \_\_\_\_\_      dmg:  
 \_\_\_\_\_      dmg:  
 \_\_\_\_\_      dmg:

Potential: 3

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 3/4 Def: 11 Spd: 5
- ⊕ Offensive  
Atk: 6/7 Def: 8 Spd: 5
- ⊕ Defensive  
Atk: 0/1 Def: 14 Spd: 5
- ⊕ Quick  
Atk: 3/4 Def: 8 Spd: 8
- ⊕ Movement  
Atk: 0/0 Def: 14 Spd: 5

# Defense :

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# Speed:

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# Armor:

Leather tunic (1)



# ⊕ Equipment

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

# ⊕ Treasure

0       Ember  
 0       Azure  
 0       Frost

# Valuables

# ⊕ Artifacts

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

# ⊕ Combat arts

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

# ⊕ Resources


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 00000 00000 00000  
 00000 00000 00000

# Rindath



Score: 10 / 10

# Ogham:

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

# Exaltation



Score: 6 / 6

# ⊕ Major miracles:

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

# ⊕ Minor miracles:

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

# Flux



## Mineral Flux

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## Vegetal Flux

00000 00000 00000

## Organic Flux

00000 00000 00000

## Fossil Flux

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# History

Birthplace: Reizh - Region of Baldh-Ruoch - Rural

Social class: Craftsman

Setbacks: Rumor

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# Mental health

Mental Resistance: 7

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

Disorder: Exaltation

Str./Weak:

Scarring :

Special Ability:



# Personnality

Conscience : 5

Instinct : 7

Orientation : Instinctive

Character traits : Quality : Resourceful

Flaw : Nonconformist

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# Faults

Passion : 2

Subversion : 5

Influence : 3

Doubt : 3

Guilt : 2

# Experience Points

Reste : 5

Total : 100

Highlights :

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