

# Ombres d'Esteren

## CHARACTER SHEET

Name: Sothal

Player: Zakaoui

Sex: H Age: 30 Ethnicity: Continent

Profession: Merchant

Description:

### Ways

Combativeness: 3

Empathy: 3

Creativity: 5

Reason: 3

Conviction: 1

### Advantages

Financial Ease 2

Quick

Lucky

Lettré

### Disadvantages

Feeble

### Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: 9

Survival: 3

## Domains & Disciplines

### Craft

●●●●●○+(CREA:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●●●●○+(COMB:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

●○○○○+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Érudition

●○○○○+(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:

### Occultisme

○○○○○+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

●○○○○+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Prayer

○○○○○+(CONV:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

○○○○○+(COMB:3)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

### Relation

●●●●●+(EMP:3)

Bonus: Malus:

Disc: Spiel 6

Disc: Diplomacy 6

Disc:

### Performance

○○○○○+(CREA:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

○○○○○+(REA:3)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

●●●○○+(COMB:3)

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: 6/6 Def: 11 Spd: 7
- ⊕ Offensive  
Atk: 9/9 Def: 8 Spd: 7
- ⊕ Defensive  
Atk: 3/3 Def: 14 Spd: 7
- ⊕ Quick  
Atk: 6/6 Def: 8 Spd: 10
- ⊕ Movement  
Atk: 0/0 Def: 14 Spd: 7

# Defense:

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# Speed:

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# Armor:



# Equipment

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 \_\_\_\_\_  
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# Treasure

- 0 Ember
- 0 Azure
- 5 Frost

# Valuables

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

# Artifacts

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
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# Combat arts

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 \_\_\_\_\_  
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# Resources

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# Rindath

Score: 11 / 11



# Ogham:



# Exaltation

Score: 3 / 3



# Major miracles:

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

# Minor miracles:

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

# 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: Reizh - Region of the Alliance Bridge - Urbain

Social class: Middle class

Setbacks: Adversary - Rumor

Marchand de père en fils, j'ai grandi à Tri-Kazel avec mes parents jusqu'à l'âge de mes 16 ans age auquel je les ai perdu. J'ai donc repris leur commerce.

## Mental health

Mental Resistance: 6

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

Disorder: Hallucination

Str./Weak:

Scarring :

Special Ability:



## Personnality

Conscience : 4

Instinct : 8

Orientation : Instinctive

Character traits : Quality : Resourceful

Flaw : Unreliable

## Faults

Passion : 3

Subversion : 5

Influence : 3

Doubt : 3

Guilt : 1

## Experience Points

Reste : 20

Total : 100

Highlights : Mes parents sont mort attaqué par des bandits

