

# Ombres d'Esteren

## CHARACTER SHEET

Name: **Diarmiz** Player: **Gaël**  
 Sex: **H** Age: **19** Ethnicity: **Tri-Kazel** Profession: **Hunter**  
 Description: \_\_\_\_\_

### Ways

Combativeness: **4**  
 Empathy: **5**  
 Creativity: **2**  
 Reason: **2**  
 Conviction: **2**

### Advantages

Nimble

### Disadvantages

Poor

Trauma

### Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: **10**

Survival: **3**

## Domains & Disciplines

### Craft

OOOOO+(CREA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●●●OO+(COMB:4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

●●●OO+(EMP:5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Erudition

OOOOO+(REA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

OOOOO+(REA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

●●●●●+(EMP:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthen Mys.

●●OOO+(EMP:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultism

OOOOO+(REA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

●●OOO+(REA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Prayer

OOOOO+(CONV:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

OOOOO+(COMB:4)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Relation

OOOOO+(EMP:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Performance

OOOOO+(CREA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

OOOOO+(REA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

●●OOO+(COMB:4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Travel

●●●●O+(EMP:5)

Bonus: Malus:

Disc:

Disc:

Disc:



# Weapons

Dagger, knife, dirk      dmg: 1  
 Sling                              dmg: 1  
 Long sword                      dmg: 3  
 \_\_\_\_\_                      dmg:  
 \_\_\_\_\_                      dmg:

Potential: 2

# Combat attitudes

Cà/Tir

- ⊕ Standard  
Atk: 7/6 Def: 13 Spd: 9
- ⊕ Offensive  
Atk: 9/8 Def: 11 Spd: 9
- ⊕ Defensive  
Atk: 5/4 Def: 15 Spd: 9
- ⊕ Quick  
Atk: 7/6 Def: 11 Spd: 11
- ⊕ Movement  
Atk: 0/0 Def: 15 Spd: 9

# Defense :

00000 00000

# Speed:

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# Armor:

Round shield (1)  
 Leather tunic (1)



# ⊕ Equipment

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

# ⊕ Treasure

0      ⊕ Ember  
 0      ⊕ Azure  
 0      ⊕ Frost

# Valuables

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

# ⊕ Artifacts

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

# ⊕ Combat arts

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

# ⊕ Resources

00000 00000 00000  
 00000 00000 00000  
 00000 00000 00000

# Rindath



Score: 11 / 11

# 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: Reizh - Region of Kalvernach - Rural

Social class: Peasant

Setbacks:

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# Mental health

Mental Resistance: 7

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

Disorder: **Obsession**

Str./Weak:

Scarring :

Special Ability:



# Personnality

Conscience : 4

Instinct : 6

Orientation : *Instinctive*

Character traits : *Quality : Intuitive*

*Flaw : Unthinking*

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# Faults

Passion : 4

Subversion : 2

Influence : 5

Doubt : 2

Guilt : 2



# Experience Points

Reste : 50

Total : 100

Highlights :

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