

# O<sup>13</sup>MBRES d'ESTEREN

## CHARACTER SHEET

Name: **Gilderic**

Player: meduz

Sex: H Age: 33 Ethnicity: **Osag**

Profession: **Fighter**

Description: \_\_\_\_\_

### Ways

Combativeness: 5

Empathy: 3

Creativity: 2

Reason: 4

Conviction: 1

### Advantages

Good Health

Strong x2

### Disadvantages

Slow Witted

Unlucky

### Health Condition

Good 00000

Okay -1 00000

Bad -2 00000

Critical -3 0000

Agony 0



Stamina: 10

Survival: 3

## Domains & Disciplines

### Craft

●●●○○+(CREA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●●●●●+(COMB: 5)

Bonus: +2 Malus:

Disc: Axes 6

Disc:

Disc:

### Stealth

●●●○○+(EMP: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Érudition

○○○○○+(REA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

○○○○○+(REA: 4)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

### Natural env.

●○○○○+(EMP: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthèn Mys.

○○○○○+(EMP: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultisme

○○○○○+(REA: 4)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

### Perception

○○○○○+(REA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Prayer

○○○○○+(CONV: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

●●●●●+(COMB: 5)

Bonus: +2 Malus:

Disc: Hard physical work 6

Disc:

Disc:

### Relation

●●○○○+(EMP: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Performance

○○○○○+(CREA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

○○○○○+(REA: 4)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

### Shooting & throw.

○○○○○+(COMB: 5)

Bonus: +2 Malus:

Disc:

Disc:

Disc:

### Travel

●●○○○+(EMP: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

# Weapons



Battleaxe      dmg: 3  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Potential: 2

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 12/7 Def: 12 Spd: 8
- ⊕ Offensive  
Atk: 14/9 Def: 10 Spd: 8
- ⊕ Defensive  
Atk: 10/5 Def: 14 Spd: 8
- ⊕ Quick  
Atk: 12/7 Def: 10 Spd: 10
- ⊕ Movement  
Atk: 0/0 Def: 14 Spd: 8

# Defense :

00000 00000

# Speed:

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# Armor:




Studded leather tunic (2)



# Equipment

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

- 0  Ember
- 0  Azure
- 0  Frost

# Valuables

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

# Artifacts

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

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

# Resources

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 00000 00000 00000  
 00000 00000 00000

# Rindath



Score: 10 / 10

# Ogham:



# Exaltation



Score: 3 / 3

# Major miracles:

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

# Minor miracles:

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

# Flux



## Mineral Flux

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## Vegetal Flux

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## Organic Flux

00000 00000 00000

## Fossil Flux

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## History

Birthplace: Taol-Kaer - Dukedom of Dulan - Rural

Social class: Craftsman

Setbacks: Adversary - Rumor - Tragic Love - Lucky!

## Mental health

Mental Resistance: 6

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

Disorder: Paranoïa

Str./Weak:

Scarring :

Special Ability:



## Personnality

Conscience : 5

Instinct : 7

Orientation : Instinctive

Character traits : Quality : Combative

Flaw : Inconstant

## Faults

Passion : 5

Subversion : 2

Influence : 3

Doubt : 4

Guilt : 1

## Experience Points

Reste : 20

Total : 100

Highlights :

