

# O<sup>13</sup>mbres d'Esteren

## Character Sheet

Name: Raph

Player: raph

Sex: H Age: 19 Ethnicity: Tarish

Profession: Physician

Description:

### Ways

Combativeness: 3

Empathy: 2

Creativity: 5

Reason: 4

Conviction: 1

### Advantages

Strong

Quick

Lucky x2

### Disadvantages

Feeble

Obtuse

Hard of Hearing

### 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: +1 Malus:

Disc:

Disc:

Disc:

### Stealth

●●○○○○+(EMP: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Érudition

●○○○○○+(REA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

○○○○○○+(REA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

●●●○○○+(EMP: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthèn Mys.

○○○○○○+(EMP: 2)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

### Occultisme

○○○○○○+(REA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

●●●●●○+(REA: 4)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

### Prayer

○○○○○○+(CONV: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

●○○○○○+(COMB: 3)

Bonus: +1 Malus: ~1

Disc:

Disc:

Disc:

### Relation

●●●○○○+(EMP: 2)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

### Performance

○○○○○○+(CREA: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

●●●●●○+(REA: 4)

Bonus: Malus:

Disc: Botany 6

Disc: Medicine 6

Disc:

### Shooting & throw.

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Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Travel

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Bonus: Malus: ~1

Disc:

Disc:

Disc:

# Weapons



Dagger, knife, dirk      dmg: 1  
 Short sword                dmg: 2  
 \_\_\_\_\_                dmg:  
 \_\_\_\_\_                dmg:  
 \_\_\_\_\_                dmg:

Potential: 3

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 5/4 Def: 12 Spd: 6
- ⊕ Offensive  
Atk: 8/7 Def: 9 Spd: 6
- ⊕ Defensive  
Atk: 2/1 Def: 15 Spd: 6
- ⊕ Quick  
Atk: 5/4 Def: 9 Spd: 9
- ⊕ Movement  
Atk: 0/0 Def: 15 Spd: 6

# Defense :

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# Speed:

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# Armor:

Studded leather tunic (2)



# Equipment

sacoche \_\_\_\_\_  
 herbes curatives\*4 \_\_\_\_\_  
 seringues \*2 \_\_\_\_\_  
 aiguille a seringue\*10 \_\_\_\_\_  
 fioles vides\*6 \_\_\_\_\_  
 fioles de poison paralysant \*3 \_\_\_\_\_  
 fioles de somnifère \*5 \_\_\_\_\_  
 bandages( 2 rouleaux) \_\_\_\_\_  
 scalpel\*5 \_\_\_\_\_  
 fil et aiguilles \*3 \_\_\_\_\_

matériel de cautérisation \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
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# Treasure

- 5 Ember
- 6 Azure
- 1 Frost

# Valuables

# Resources

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 ○○○○○ ○○○○○ ○○○○○  
 ○○○○○ ○○○○○ ○○○○○

# Rindath



Score : 10 / 10

# Ogham:



# Exaltation



Score : 3 / 3

# 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 Osta-Baille - Rural

Social class: Craftsman

Setbacks:

lol

## Mental health

Mental Resistance: 6

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

Disorder: Exaltation

Str./Weak:

Scarring :

Special Ability:



## Personnality

Conscience : 5

Instinct : 8

Orientation : Instinctive

Character traits : Quality : Ingenious

Flaw : Individualist

## Faults

Passion : 3

Subversion : 5

Influence : 2

Doubt : 4

Guilt : 1

## Experience Points

Reste : 5

Total : 160

Highlights : lol

