

O^{1st}MBRES d'ESTEREN

CHARACTER SHEET

Name: **Louen**

Player: **David**

Sex: **H** Age: **16** Ethnicity: **Tri-Kazel**

Profession: **Rogue**

Description: **Young Runaway Squire**

Ways

Combativeness: **4**

Empathy: **1**

Creativity: **5**

Reason: **2**

Conviction: **3**

Advantages

Nimble

Quick

Lucky

Disadvantages

Enemy

Poor

Health Condition

Good 000000

Okay -1 000000

Bad -2 00000

Critical -3 00000

Agony 0



Stamina: **10**

Survival: **3**

Domains & Disciplines

Craft

000000+(CREA:5)

Bonus: Malus:

Disc:

Disc:

Disc:

Close Combat

000000+(COMB:4)

Bonus: Malus:

Disc:

Disc:

Disc:

Stealth

000000+(EMP:1)

Bonus: +1 Malus:

Disc: Pickpocket

Disc:

Disc:

Érudition

000000+(REA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

Magience

000000+(REA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

Natural env.

000000+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:

Demorthèn Mys.

000000+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:

Occultisme

000000+(REA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

Perception

000000+(REA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

Prayer

000000+(CONV:3)

Bonus: Malus:

Disc:

Disc:

Disc:

Feats

000000+(COMB:4)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

Relation

000000+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:

Performance

000000+(CREA:5)

Bonus: Malus:

Disc:

Disc:

Disc:

Science

000000+(REA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

Shooting & throw.

000000+(COMB:4)

Bonus: Malus:

Disc:

Disc:

Disc:

Travel

000000+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:



Weapons

Dagger, knife, dirk dmg: 1

Short sword dmg: 2

_____ dmg: _____

_____ dmg: _____

_____ dmg: _____

Potential: 3

Combat attitudes

CàC/Tir

⊕ Standard
Atk: 6/4 Def: 9 Spd: 6

⊕ Offensive
Atk: 9/7 Def: 6 Spd: 6

⊕ Defensive
Atk: 3/1 Def: 12 Spd: 6

⊕ Quick
Atk: 6/4 Def: 6 Spd: 9

⊕ Movement
Atk: 0/0 Def: 12 Spd: 6

Defense :

000000 000000

Speed:

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Armor:

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 : 10 / 10



Ogham:



Exaltation

Score : 9 / 9



❄ Major miracles:

❄ Minor miracles:

Flux



Mineral Flux

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Vegetal Flux

00000 00000 00000

Organic Flux

00000 00000 00000

Fossil Flux

00000 00000 00000



History

Birthplace: Taol-Kaer - Dukedom of Osta-Baille - Urbain

Social class: Peasant

Setbacks:

The 3rd son of a middle class merchant family, His older brothers groomed to take over their fathers trading business when the time came. Louan could only see hard work and effort for what would amount to being very little so far down the order of things. At the age of 12 he melted into the crowd on a trip to Osta-Baille and never looked back. He spent 4 years on the streets of Osta-Baille just trying to survive on his own two feet. Pickpocketing, thieving and the odd paid job. Living off the wealthy and vulnerable but not always on his own terms. Through a job contact he found employ at the Deonides estate as a stable boy. Louan was treated as underfoot and invisible by most of the Deonides family but eyed with great suspicion by the house staff making things difficult.(...)

Mental health

Mental Resistance: 8

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

Disorder: Hallucination

Str./Weak:

Scarring :

Special Ability:



Personnality

Conscience : 5

Instinct : 9

Orientation : Instinctive

Character traits : Quality : Resourceful

Flaw : Undisciplined

Faults

Passion : 4

Subversion : 5

Influence : 1

Doubt : 2

Guilt : 3

Experience Points

Reste : 5

Total : 100

Highlights : Louan had a mischievous relationship with Jack's character that meant Louan didn't despise his life on the estate and made it somewhat bearable. Louan was made Jack's squire (/trade learning apprentice or something similar) the very day Jack was exiled, whisked up in the frenzy of activity the departure had made. Packed up and given marching orders. Louan couldn't go back to the streets empty handed, anything was better than that. Westwards to adventure or death..... yay!

