

# Ombres d'Esteren

## CHARACTER SHEET

Name: Ezekiel herve

Player: Chris

Sex: H Age: 24 Ethnicity: Tri-Kazel

Profession: Craftsman

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

### Ways

Combativeness: 3

Empathy: 1

Creativity: 2

Reason: 4

Conviction: 5

### Advantages

Strong Mind

Strong

Quick x2

### Disadvantages

Awkward x2

Poor

### Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: 9

Survival: 3

## Domains & Disciplines

### Craft

●●●●●+(CREA:2)

Bonus: Malus:

Disc: Smithing 6

Disc: Magientist Tool 6

Disc:

### Close Combat

●●○○○+(COMB:3)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Stealth

○○○○○+(EMP:1)

Bonus: Malus: ~2

Disc:

Disc:

Disc:

### Erudition

○○○○○+(REA:4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

●●○○○+(REA:4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

○○○○○+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthen Mys.

○○○○○+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultism

○○○○○+(REA:4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

●●●○○+(REA:4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Prayer

○○○○○+(CONV:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

●●○○○+(COMB:3)

Bonus: +1 Malus: ~2

Disc:

Disc:

Disc:

### Relation

●●○○○+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Performance

○○○○○+(CREA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

●●●○○+(REA:4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

○○○○○+(COMB:3)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Travel

●●○○○+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:



# Weapons

Dagger, knife, dirk      dmg: 1  
 Craftsman's hammer      dmg: 2  
 \_\_\_\_\_      dmg:  
 \_\_\_\_\_      dmg:  
 \_\_\_\_\_      dmg:

Potential: 2

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 6/4 Def: 8 Spd: 6
- ⊕ Offensive  
Atk: 8/6 Def: 6 Spd: 6
- ⊕ Defensive  
Atk: 4/2 Def: 10 Spd: 6
- ⊕ Quick  
Atk: 6/4 Def: 6 Spd: 8
- ⊕ Movement  
Atk: 0/0 Def: 10 Spd: 6

# Defense :

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# Speed:

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# Armor:

Leather tunic (1)



# ⊕ Equipment

besace \_\_\_\_\_  
 outre de peau \_\_\_\_\_  
 sac de couchage \_\_\_\_\_  
 trousse de précision \_\_\_\_\_  
 2 chandelles \_\_\_\_\_  
 Nébulaire portatif \_\_\_\_\_  
 2 cartouches \_\_\_\_\_

# ⊕ Treasure

0      ⊕ Ember  
 0      ⊕ Azure  
 0      ⊕ Frost

# Valuables

# ⊕ Artifacts

# ⊕ Combat arts

# ⊕ Resources

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# Rindath



Score: 6 / 6

# Ogham:



# Exaltation



Score: 15 / 15

# ⊕ 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: Reizh - Region of Baldh-Ruoch - Urbain

Social class: Peasant

Setbacks: Wound - Violence

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# Mental health

Mental Resistance: II

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

Disorder: Paranoïa

Str./Weak:

Scarring :

Special Ability:



# Personnality

Conscience : 9

Instinct : 5

Orientation : Rationnelle

Character traits : Quality : Incorruptible

Flaw : Irresolute

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# Faults

Passion : 3

Subversion : 2

Influence : 1

Doubt : 4

Guilt : 5

# Experience Points

Reste : 0

Total : 100

Highlights :

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