

# Ombres d'Esteren

## CHARACTER SHEET

Name: geralt

Player: Thomas

Sex: H Age: 16 Ethnicity: Osag

Profession: Fighter

Description: guerrier

### Ways

Combativeness: 5

Empathy: 2

Creativity: 3

Reason: 3

Conviction: 2

### Advantages

Sturdy

Strong

### Disadvantages

Unlucky x2

Poor

Trauma

Ageusia

### Health Condition

Good 0 0 0 0 0

Okay -1 0 0 0 0 0

Bad -2 0 0 0 0

Critical -3 0 0 0 0

Agony 0



Stamina: 11

Survival: 3

## Domains & Disciplines

### Craft

●○○○○+(CREA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●●●●●+(COMB: 5)

Bonus: +1 Malus:

Disc: Unarmed Fighting 6

Disc: Short Blades 6

Disc:

### Stealth

●●○○○+(EMP: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Erudition

○○○○○+(REA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

○○○○○+(REA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

●○○○○+(EMP: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthen Mys.

○○○○○+(EMP: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultism

○○○○○+(REA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

●●○○○+(REA: 3)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

### Prayer

○○○○○+(CONV: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

●●●○○+(COMB: 5)

Bonus: +2 Malus:

Disc:

Disc:

Disc:

### Relation

●○○○○+(EMP: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Performance

○○○○○+(CREA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

●○○○○+(REA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

○○○○○+(COMB: 5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Travel

●○○○○+(EMP: 2)

Bonus: Malus:

Disc:

Disc:

Disc:



# Weapons

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

Potential: 2

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 11/6 Def: 10 Spd: 7
- ⊕ Offensive  
Atk: 13/8 Def: 8 Spd: 7
- ⊕ Defensive  
Atk: 9/4 Def: 12 Spd: 7
- ⊕ Quick  
Atk: 11/6 Def: 8 Spd: 9
- ⊕ Movement  
Atk: 0/0 Def: 12 Spd: 7

# Defense :

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# Speed:

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# Armor:

Chain mail (3)



# ⊕ Equipment

anneau ancestral

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

# ⊕ Treasure

0  Ember

0  Azure

0  Frost

# Valuables

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

# ⊕ Artifacts

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

# ⊕ Combat arts

Sneak Attack

Two-weapon Fighting

\_\_\_\_\_

# ⊕ Resources

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00000 00000 00000

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# Rindath



Score: 10 / 10

# Ogham:



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

# Exaltation



Score: 6 / 6

# ⊕ 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 - Lands of Deas - Rural

Social class: Craftsman

Setbacks:

Enfant sa mère est morte, il a donc été élevé par son père artisan. Son père fut assassiné par un simple voleur qui passait. Il a donc grandi en s'entraînant tout seul au combat pour se venger de l'assassin de son père.

# Mental health

Mental Resistance: 7

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

Disorder: Frénésie

Str./Weak:

Scarring :

Special Ability:



# Personality

Conscience : 5

Instinct : 8

Orientation : Instinctive

Character traits : Quality : Persevering

Flaw : Daring

# Faults

Passion : 5

Subversion : 3

Influence : 2

Doubt : 3

Guilt : 2

# Experience Points

Reste : 5

Total : 100

Highlights : Assassinat de son père

