

Ombres d'Esteren

CHARACTER SHEET

Name: Louen

Player: Davidb

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 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: 10

Survival: 3

Domains & Disciplines

Craft

●○○○○+(CREA:5)

Bonus: Malus:

Disc:

Disc:

Disc:

Close Combat

●●●○○+(COMB:4)

Bonus: Malus:

Disc:

Disc:

Disc:

Stealth

●●●●●+(EMP:1)

Bonus: +1 Malus:

Disc: Stealth 6

Disc: Pickpocket 6

Disc:

Érudition

○○○○○+(REA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

Magience

○○○○○+(REA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

Natural env.

○○○○○+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:

Demorthèn Mys.

○○○○○+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:

Occultisme

○○○○○+(REA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

Perception

●●●●●+(REA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

Prayer

○○○○○+(CONV:3)

Bonus: Malus:

Disc:

Disc:

Disc:

Feats

●●●●○+(COMB:4)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

Relation

●○○○○+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:

Performance

●○○○○+(CREA:5)

Bonus: Malus:

Disc:

Disc:

Disc:

Science

○○○○○+(REA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

Shooting & throw.

○○○○○+(COMB:4)

Bonus: Malus:

Disc:

Disc:

Disc:

Travel

○○○○○+(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: 7/4 Def: 10 Spd: 6
 ⊕ Offensive
 Atk: 10/7 Def: 7 Spd: 6
 ⊕ Defensive
 Atk: 4/1 Def: 13 Spd: 6
 ⊕ Quick
 Atk: 7/4 Def: 7 Spd: 9
 ⊕ Movement
 Atk: 0/0 Def: 13 Spd: 6

Defense :

●○○○○○ ○○○○○○

Speed:

○○○○○

Armor:

Osag shield (1)
 Chain mail (3)



Equipment

Treasure

○ Ember
 ○ Azure
 ○ Frost

Valuables

Artifacts

Combat arts

Resources

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

Rindath



Score: 10 / 10

Ogham:



Exaltation



Score: 9 / 9

Major miracles:

Minor miracles:

Flux



Mineral Flux
 ○○○○○ ○○○○○ ○○○○○
 Vegetal Flux
 ○○○○○ ○○○○○ ○○○○○
 Organic Flux
 ○○○○○ ○○○○○ ○○○○○
 Fossil Flux
 ○○○○○ ○○○○○ ○○○○○



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: Paranoïa

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 : 8

Total : 123

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, wisked 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!

