

# Ombres d'Esteren

## CHARACTER SHEET

Name: **Ros Eimhin**

Player: **David**

Sex: **H** Age: **26** Ethnicity: **Tri-Kazel**

Profession: **Smuggler**

Description: **Short, slender build. Bald and cleanshaven, with dark skin and eyes. Scarring around the back of**

### Ways

Combateness: **3**

Empathy: **5**

Creativity: **1**

Reason: **4**

Conviction: **2**

### Advantages

Nimble

### Disadvantages

### Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: **10**

Survival: **3**

## Domains & Disciplines

### Craft

OOOOO+(CREA:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

OOOOO+(COMB:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

●●●●●+(EMP:5)

Bonus: +1 Malus:

Disc: Stealth

Disc:

Disc:

### Érudition

OOOOO+(REA:4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

OOOOO+(REA:4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

●●●●●+(EMP:5)

Bonus: Malus:

Disc: Survival 6

Disc:

Disc:

### Demorthen Mys.

OOOOO+(EMP:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultisme

OOOOO+(REA:4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

●●●●O+(REA:4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Prayer

OOOOO+(CONV:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

●●●OO+(COMB:3)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Relation

OOOOO+(EMP:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Performance

OOOOO+(CREA:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

OOOOO+(REA:4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

●●●OO+(COMB:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Travel

●●●●O+(EMP:5)

Bonus: Malus:

Disc:

Disc:

Disc:

# Weapons



Dagger, knife, dirk      dmg: 1  
 Bow                              dmg: 2  
 Carath                            dmg: 2  
 \_\_\_\_\_                      dmg:  
 \_\_\_\_\_                      dmg:

Potential: 1

# Combat attitudes

CàC/Tir

- Standard  
Atk: 3/6 Def: 15 Spd: 8
- Offensive  
Atk: 4/7 Def: 14 Spd: 8
- Defensive  
Atk: 2/5 Def: 16 Spd: 8
- Quick  
Atk: 3/6 Def: 14 Spd: 9
- Movement  
Atk: 0/0 Def: 16 Spd: 8

# Defense :

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# Speed:

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# Armor:

Leather tunic (1)



# Equipment

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# Treasure

- 0 Ember
- 0 Azure
- 0 Frost

# Valuables

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# Artifacts

# Combat arts

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# Resources

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00000 00000 00000

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# Rindath



Score: 9 / 9

# Ogham:



# Exaltation



Score: 6 / 6

# Major miracles:

# Minor miracles:

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# Flux



- Mineral Flux  
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- Vegetal Flux  
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- Organic Flux  
00000 00000 00000
- Fossil Flux  
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## History

Birthplace: Taol-Kaer - Dukedom of Dulan - Rural

Social class: Peasant

Setbacks: Rumor - Tragic Love

He was a hunter, and a child of hunters. His family lived in self-exile, so he lacked the traditional tri-kazelian upbringing. It shows, from time to time, in ignorance of some things other take for granted. As he grew, him and his siblings would often wander, for days at a time. They learned that they could ride on the caravans as they rode into town, and got glimpses of a world far different to the one in the forest. His siblings lost interest after only a few trips, disliking the confusion, and his parents were happy to limit their human contact to brief stops at villages to trade; He, however, was fascinated, and rarely would a month go by without him walking the streets of Mudan. When he was 14, his Mother died, and his father followed soon after. He had no real attachments to his siblings, and so he(...)

## Mental health

Mental Resistance: 7

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

Disorder: *Mysticisme*

Str./Weak:

Scarring :

Special Ability:



## Personnality

Conscience : 6

Instinct : 4

Orientation : *Rationnelle*

Character traits : *Quality : Independant*

*Flaw : Austere*

## Faults

*Passion : 3*

*Subversion : 1*

*Influence : 5*

*Doubt : 4*

*Guilt : 2*

## Experience Points

Reste : 0

Total : 100

Highlights : Hunter, raised away from people. Discovered cities, began spending a bunch of time in them.

Falls in love with a city chick. She's more interested in jewelry than in him, but as long as he keeps buying her things she'll play along. He starts running out of money, going into dept; first starts poaching, then gets strong-armed into smuggling.

She eventually leaves him anyway, but he's now in too deep to leave. Meets a dude who offers him a way out, and takes it. Becomes a varigal.

