

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 000000

Okay -1 000000

Bad -2 00000

Critical -3 00000

Agony 0



Stamina: 10

Survival: 3

Domains & Disciplines

Craft

000000+(CREA:1)

Bonus: Malus:

Disc:

Disc:

Disc:

Close Combat

000000+(COMB:3)

Bonus: Malus:

Disc:

Disc:

Disc:

Stealth

000000+(EMP:5)

Bonus: +1 Malus:

Disc: Stealth

Disc:

Disc:

Erudition

000000+(REA:4)

Bonus: Malus:

Disc:

Disc:

Disc:

Magience

000000+(REA:4)

Bonus: Malus:

Disc:

Disc:

Disc:

Natural env.

000000+(EMP:5)

Bonus: Malus:

Disc: Survival

Disc:

Disc:

Demorthen Mys.

000000+(EMP:5)

Bonus: Malus:

Disc:

Disc:

Disc:

Occultism

000000+(REA:4)

Bonus: Malus:

Disc:

Disc:

Disc:

Perception

000000+(REA:4)

Bonus: Malus:

Disc:

Disc:

Disc:

Prayer

000000+(CONV:2)

Bonus: Malus:

Disc:

Disc:

Disc:

Feats

000000+(COMB:3)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

Relation

000000+(EMP:5)

Bonus: Malus:

Disc:

Disc:

Disc:

Performance

000000+(CREA:1)

Bonus: Malus:

Disc:

Disc:

Disc:

Science

000000+(REA:4)

Bonus: Malus:

Disc:

Disc:

Disc:

Shooting & throw.

000000+(COMB:3)

Bonus: Malus:

Disc:

Disc:

Disc:

Travel

000000+(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

⊗ Treasure

0 ⊗ Ember

0 ⊗ Azure

0 ⊗ Frost

Valuables

⊗ Artifacts

⊗ Combat arts

⊗ Resources

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Rindath

Score : 9 / 9



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 - 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

TRAUMA :

Balance	Symptom	Syndrom	Madness
●●●○○	○○○○○○	○○○○○○	○○○○○○
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 jewlery 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.

