

# O<sup>1<sup>st</sup></sup>MBRES d'ESTEREN

## CHARACTER SHEET

Name: Nazim

Player: Nil

Sex: H Age: 26 Ethnicity: Tarish

Profession: Occultist

Description:

### Ways

Combativeness: 2

Empathy: 3

Creativity: 5

Reason: 3

Conviction: 2

### Advantages

Handsome x2

Charismatic

Lettre

### Disadvantages

Enemy

Short-sighted

### Health Condition

Good 000000

Okay -1 000000

Bad -2 00000

Critical -3 00000

Agony 0



Stamina: 10

Survival: 3

## Domains & Disciplines

### Craft

●●●●●+(CREA:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●●●●●+(COMB:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

●●●●●+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Érudition

●●●●●+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

●●●●●+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

●●●●●+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthen Mys.

●●●●●+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultisme

●●●●●+(REA:3)

Bonus: +1 Malus:

Disc: Artifact Fighting 6

Disc: Hypnosis 6

Disc:

### Perception

●●●●●+(REA:3)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

### Prayer

●●●●●+(CONV:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

●●●●●+(COMB:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Relation

●●●●●+(EMP:3)

Bonus: +3 Malus:

Disc:

Disc:

Disc:

### Performance

●●●●●+(CREA:5)

Bonus: +3 Malus:

Disc:

Disc:

Disc:

### Science

●●●●●+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

●●●●●+(COMB:2)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

### Travel

●●●●●+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:





## Weapons

Crossbow      dmg: 2  
Long sword      dmg: 3  
\_\_\_\_\_  
dmg: \_\_\_\_\_  
\_\_\_\_\_  
dmg: \_\_\_\_\_  
\_\_\_\_\_  
dmg: \_\_\_\_\_

Potential: 3

## Combat attitudes

CàC/Tir

⊗ Standard  
Atk: 5/1 Def: 11 Spd: 5  
⊗ Offensive  
Atk: 8/4 Def: 8 Spd: 5  
⊗ Defensive  
Atk: 2/-2 Def: 14 Spd: 5  
⊗ Quick  
Atk: 5/1 Def: 8 Spd: 8  
⊗ Movement  
Atk: 0/0 Def: 14 Spd: 5

## Defense :

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## Speed:

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## Armor:

Studded leather tunic (2)



## ⊗ Equipment

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

## ⊗ Treasure

0      🔴 Ember  
0      🔵 Azure  
0      ❄ Frost

## Valuables

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

## ⊗ Artifacts

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

## ⊗ Combat arts

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

## ⊗ Resources

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00000 00000 00000  
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## Rindath

Score : 10 / 10



## Ogham:



## Exaltation

Score : 6 / 6



## ❄ Major miracles:

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

## ❄ 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 - Cairns' Islands - Urbain

Social class: Craftsman

Setbacks: Rumor - Tragic Love - Solitude

## Mental health

Mental Resistance: 7

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

Disorder: Exaltation

Str./Weak:

Scarring :

Special Ability:



## Personnality

Conscience : 5

Instinct : 7

Orientation : Instinctive

Character traits : Quality : Funny

Flaw : Immoral

## Faults

Passion : 2

Subversion : 5

Influence : 3

Doubt : 3

Guilt : 2

## Experience Points

Reste : 35

Total : 100

Highlights : Sa famille est morte un soir de pleine lune. Il a été accusé car il "dormait" et n'aurait pas été réveillé par le massacre. Rien n'a été prouvé, mais il a dû quitter la ville.

