

# Ombres d'Esteren

## CHARACTER SHEET

Name: **Trisaers**

Player: **Thomas**

Sex: **H** Age: **19** Ethnicity: **Tri-Kazel**

Profession: **Magientist**

Description: \_\_\_\_\_

### Ways

Combativeness: **3**

Empathy: **1**

Creativity: **5**

Reason: **4**

Conviction: **2**

### Advantages

Bonne vue

Keen Hearing

Smart

### Disadvantages

Trauma

### 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: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

●●○○○+(EMP: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Érudition

○○○○○+(REA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

●●●●●+(REA: 4)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Natural env.

●○○○○+(EMP: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthèn Mys.

○○○○○+(EMP: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultisme

○○○○○+(REA: 4)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Perception

●○○○○+(REA: 4)

Bonus: +2 Malus:

Disc:

Disc:

Disc:

### Prayer

○○○○○+(CONV: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

○○○○○+(COMB: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Relation

●●○○○+(EMP: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Performance

○○○○○+(CREA: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

●●●●○+(REA: 4)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

○○○○○+(COMB: 3)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Travel

○○○○○+(EMP: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

# Weapons



Short spear      dmg: 2  
 Short sword     dmg: 2  
 \_\_\_\_\_     dmg:  
 \_\_\_\_\_     dmg:  
 \_\_\_\_\_     dmg:

Potential: 3

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 5/4 Def: 10 Spd: 4
- ⊕ Offensive  
Atk: 8/7 Def: 7 Spd: 4
- ⊕ Defensive  
Atk: 2/1 Def: 13 Spd: 4
- ⊕ Quick  
Atk: 5/4 Def: 7 Spd: 7
- ⊕ Movement  
Atk: 0/0 Def: 13 Spd: 4

# Defense:

00000 00000

# Speed:

00000

# Armor:

Studded leather tunic (2)



# Equipment

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

# Treasure

- 0 Ember
- 0 Azure
- 0 Frost

# Valuables

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

# Artifacts

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

# Combat arts

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

# Resources

00000 00000 00000  
 00000 00000 00000  
 00000 00000 00000

# Rindath



Score: 9 / 9

# Ogham:

- 
- 
- 
- 
- 
- 
- 

# Exaltation



Score: 6 / 6

# Major miracles:

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

# Minor miracles:

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

# Flux



## Mineral Flux

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## Vegetal Flux

00000 00000 00000

## Organic Flux

00000 00000 00000

## Fossil Flux

00000 00000 00000



# History

Birthplace: Reizh - Region of Baldh-Ruoch - Rural

Social class: Craftsman

Setbacks:

# Mental health

Mental Resistance: 7

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

Disorder: Paranoïa

Str./Weak:

Scarring :

Special Ability:



# Personnality

Conscience : 6

Instinct : 8

Orientation : Instinctive

Character traits : Quality : Unshakable

Flaw : Immoral

# Faults

Passion : 3

Subversion : 5

Influence : 1

Doubt : 4

Guilt : 2

# Experience Points

Reste : 0

Total : 100

Highlights :

