

Ombres d'Esteren

CHARACTER SHEET

Name: Myrdannaith (Merry (...))

Player: Bob

Sex: H Age: 30 Ethnicity: Osag

Profession: Skald

Description:

Ways

Combativeness: 2

Empathy: 4

Creativity: 5

Reason: 3

Conviction: 1

Advantages

Charismatic

Lettre

Disadvantages

Weak

Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: 10

Survival: 3

Domains & Disciplines

Craft

00000+(CREA:5)

Bonus: Malus:

Disc:

Disc:

Disc:

Close Combat

00000+(COMB:2)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

Stealth

00000+(EMP:4)

Bonus: Malus:

Disc:

Disc:

Disc:

Érudition

00000+(REA:3)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

Magience

00000+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

Natural env.

00000+(EMP:4)

Bonus: Malus:

Disc:

Disc:

Disc:

Demorthèn Mys.

00000+(EMP:4)

Bonus: Malus:

Disc: Demorthèn Knowledge 6

Disc:

Disc:

Occultisme

00000+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

Perception

00000+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

Prayer

00000+(CONV:1)

Bonus: Malus:

Disc:

Disc:

Disc:

Feats

00000+(COMB:2)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

Relation

00000+(EMP:4)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

Performance

00000+(CREA:5)

Bonus: +1 Malus:

Disc: Musical Instruments 6

Disc:

Disc:

Science

00000+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

Shooting & throw.

00000+(COMB:2)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

Travel

00000+(EMP:4)

Bonus: Malus:

Disc:

Disc:

Disc:

History

Birthplace: Taol-Kaer - Lands of Deas - Urbain

Social class: Craftsman

Setbacks: Rumor - Solitude

Mental health

Mental Resistance: 6

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

Disorder: *Mélancolie*

Str./Weak:

Scarring :

Special Ability:



Personnality

Conscience : 4

Instinct : 7

Orientation : *Instinctive*

Character traits : *Quality : Poetic*

Flaw : Pessimistic

Faults

Passion : 2

Subversion : 5

Influence : 4

Doubt : 3

Guilt : 1

Experience Points

Reste : 0

Total : 100

Highlights :

