

# Ombres d'Esteren

## CHARACTER SHEET

Name: **Kronos**

Player: **Vincent**

Sex: **H** Age: **21** Ethnicity: **Osag**

Profession: **Mage**

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

### Ways

Combativeness: **5**

Empathy: **1**

Creativity: **5**

Reason: **3**

Conviction: **1**

### Advantages

Mentor Ally

Financial Ease 4

Keen Smell

### Disadvantages

### 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:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

●●○○○+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Érudition

○○○○○+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

●●●●●+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

○○○○○+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthèn Mys.

●○○○○+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultisme

○○○○○+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

●○○○○+(REA:3)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Prayer

○○○○○+(CONV:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

●○○○○+(COMB:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Relation

●○○○○+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Performance

○○○○○+(CREA:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

●○○○○+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

●○○○○+(COMB:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Travel

○○○○○+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:

# Weapons



Dagger, knife, dirk      dmg: 1  
 Staff                              dmg: 2  
 \_\_\_\_\_                      dmg:  
 \_\_\_\_\_                      dmg:  
 \_\_\_\_\_                      dmg:

Potential: 3

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 10/6 Def: 9 Spd: 6
- ⊕ Offensive  
Atk: 13/9 Def: 6 Spd: 6
- ⊕ Defensive  
Atk: 7/3 Def: 12 Spd: 6
- ⊕ Quick  
Atk: 10/6 Def: 6 Spd: 9
- ⊕ Movement  
Atk: 0/0 Def: 12 Spd: 6

# Defense :

00000 00000

# Speed:

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# Armor:

Hilderin shield (1)  
 Large shield (1)



# Equipment

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

# Treasure

0      Ember  
 0      Azure  
 100      Frost

# Valuables

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

# Artifacts

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

# Combat arts

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

# Resources

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 00000 00000 00000  
 00000 00000 00000

# Rindath



Score: 11 / 11

# Ogham:



# Exaltation



Score: 3 / 3

# 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 Balzh-Ruoch - Urbain

Social class: Nobility

Setbacks: Solitude

Né en 500. Il grandit dans une famille noble. A 16 ans il découvre la magie et de bien l'un des meilleur mage du village. A ses il perdit sa famille et depuis il vit seul.

## Mental health

Mental Resistance: 6

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

Disorder: Hallucination

Str./Weak:

Scarring :

Special Ability:



## Personnality

Conscience : 4

Instinct : 10

Orientation : Instinctive

Character traits : Quality : Combative

Flaw : Fickle

## Faults

Passion : 5

Subversion : 5

Influence : 1

Doubt : 3

Guilt : 1

## Experience Points

Reste : 0

Total : 100

Highlights : A découvert les corps mort de sa famille.

