

# Ombres d'Esteren

## CHARACTER SHEET

Name: **Saphrax** Player: **Alex**

Sex: **H** Age: **27** Ethnicity: **Tri-Kazel** Profession: **Hunter**

Description : Saphrax wears a leather jerkin over a faded green tunic. He carries a bow slung over his shoulder.

### Ways

Combativeness: **3**

Empathy: **4**

Creativity: **5**

Reason: **2**

Conviction: **1**

### Advantages

Good Health

### Disadvantages

### Health Condition

Good 00000

Okay -1 00000

Bad -2 00000

Critical -3 0000

Agony 0



Stamina: **10**

Survival: **3**

## Domains & Disciplines

### Craft

OOOOO+(CREA:5)

Bonus : Malus :

Disc :

Disc :

Disc :

### Close Combat

●●OOO+(COMB:3)

Bonus : Malus :

Disc :

Disc :

Disc :

### Stealth

OOOOO+(EMP:4)

Bonus : Malus :

Disc :

Disc :

Disc :

### Erudition

OOOOO+(REA:2)

Bonus : Malus :

Disc :

Disc :

Disc :

### Magience

OOOOO+(REA:2)

Bonus : Malus :

Disc :

Disc :

Disc :

### Natural env.

●●●●●+(EMP:4)

Bonus : Malus :

Disc : Tracking 6

Disc :

Disc :

### Demorthen Mys.

OOOOO+(EMP:4)

Bonus : Malus :

Disc :

Disc :

Disc :

### Occultism

OOOOO+(REA:2)

Bonus : Malus :

Disc :

Disc :

Disc :

### Perception

●●●OO+(REA:2)

Bonus : Malus :

Disc :

Disc :

Disc :

### Prayer

OOOOO+(CONV:1)

Bonus : Malus :

Disc :

Disc :

Disc :

### Feats

●●●OO+(COMB:3)

Bonus : Malus :

Disc :

Disc :

Disc :

### Relation

OOOOO+(EMP:4)

Bonus : Malus :

Disc :

Disc :

Disc :

### Performance

OOOOO+(CREA:5)

Bonus : Malus :

Disc :

Disc :

Disc :

### Science

OOOOO+(REA:2)

Bonus : Malus :

Disc :

Disc :

Disc :

### Shooting & throw.

●●●●●+(COMB:3)

Bonus : Malus :

Disc : Bows 6

Disc :

Disc :

### Travel

●●OOO+(EMP:4)

Bonus : Malus :

Disc :

Disc :

Disc :



# Weapons

Bow \_\_\_\_\_ dmg: 2  
 Francisca \_\_\_\_\_ dmg: 2  
 \_\_\_\_\_ dmg:  
 \_\_\_\_\_ dmg:  
 \_\_\_\_\_ dmg:

Potential: 3

# Combat attitudes

Cà/Tir

- ⊕ Standard  
Atk: 5/8 Def: 11 Spd: 7
- ⊕ Offensive  
Atk: 8/11 Def: 8 Spd: 7
- ⊕ Defensive  
Atk: 2/5 Def: 14 Spd: 7
- ⊕ Quick  
Atk: 5/8 Def: 8 Spd: 10
- ⊕ Movement  
Atk: 0/0 Def: 14 Spd: 7

# Defense :

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# Speed:

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# Armor:

Leather tunic (1)



# ⊕ Equipment

Quiver of Arrows (20)

Hunting Trap

# ⊕ Treasure

0  Ember

0  Azure

0  Frost

# Valuables

# ⊕ Artifacts

# ⊕ Combat arts

Archery

# ⊕ Resources

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# Rindath



Score: 12 / 12

# Ogham:



# Exaltation



Score: 3 / 3

# ⊕ 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 Tulg - Rural

Social class: Peasant

Setbacks: Violence - Solitude - Lucky!

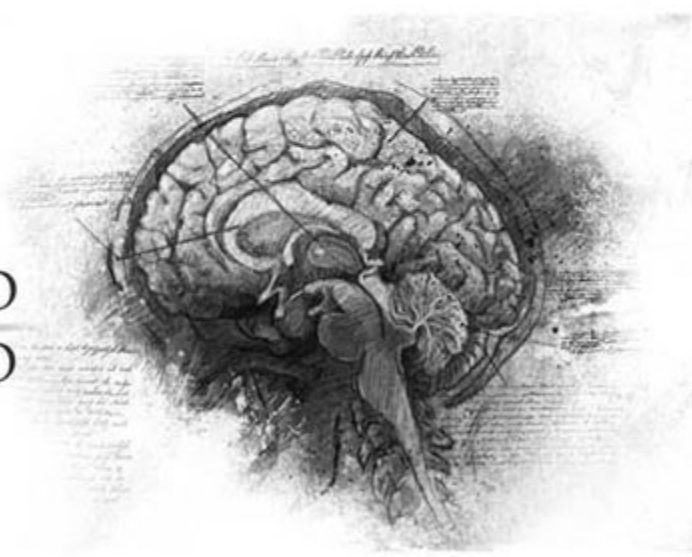
Saphrax was born in a small village in a narrow and densely forested valley. He still lives there, alone, save for a handful of childhood comrades. His father was killed on a trapping expedition and his mother died a few years later due to disease. One by one his siblings perished in accidents or were killed by wild animals or bandits. Saphrax has taken the lessons of his loss to heart and was able to survive his meeting with fate. Though he bears the scars of his final lesson, folk whisper that he tricked the spirit of death and will bring doom to the rest of them. he does his best to provide for his village with fresh meat, hide, and fur. Ever adapting to the unpredictable conditions in their home valley, he plys his father's skills in new and creative ways. Each day now seems to be fraught with dangers,(...)

# Mental health

Mental Resistance: 6

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

Disorder: **Confusion mentale**      Str./Weak:  
 Scarring :                                      Special Ability:



# Personnality

Conscience : 3      Instinct : 8      Orientation : *Instinctive*

Character traits : *Quality : Inventive*  
*Flaw : Eccentric*

# Faults

*Passion* : 3  
*Subversion* : 5  
*Influence* : 4  
*Doubt* : 2  
*Guilt* : 1

# Experience Points

Reste : 5      Total : 100

Highlights : Saphrax is average height and lean. Short, dark hair juts out from beneath his hunting cap, outlining a weathered face and glaring eyes. A leather jerkin and faded green tunic are fitted tight with leather thongs. A fair number of stitched scars cover the hide he wears as well as his own, eluding to a combative profession. He carries a bow slung over his shoulder and a sharp francisca on his belt.

