

Ombres d'Esteren

CHARACTER SHEET

Name: **Zenkuh DUVELIU(...)** Player: **Nicolas**
 Sex: **H** Age: **26** Ethnicity: **Tri-Kazel** Profession: **Fighter**
 Description: **Barbare**

Ways

Combativeness: **5**
 Empathy: **1**
 Creativity: **4**
 Reason: **4**
 Conviction: **1**

Advantages

Strong **x2**
 Nimble

Disadvantages

Unattractive **x2**
 Unlucky
 Short-sighted

Health Condition

Good	00000
Okay	-1 00000
Bad	-2 00000
Critical	-3 00000
Agony	0



Stamina: **10**
 Survival: **3**

Domains & Disciplines

Craft

●○○○○+(CREA: 4)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

Close Combat

●●●●●+(COMB: 5)
 Bonus: +2 Malus:
 Disc: Swords 6
 Disc: Axes 6
 Disc:

Stealth

○○○○○+(EMP: 1)
 Bonus: +1 Malus:
 Disc:
 Disc:
 Disc:

Erudition

○○○○○+(REA: 4)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

Magience

○○○○○+(REA: 4)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

Natural env.

●●●●○+(EMP: 1)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

Demorthen Mys.

○○○○○+(EMP: 1)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

Occultism

○○○○○+(REA: 4)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

Perception

●○○○○+(REA: 4)
 Bonus: Malus: ~1
 Disc:
 Disc:
 Disc:

Prayer

○○○○○+(CONV: 1)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

Feats

●●●●●+(COMB: 5)
 Bonus: +3 Malus:
 Disc:
 Disc:
 Disc:

Relation

●●○○○+(EMP: 1)
 Bonus: Malus: ~2
 Disc:
 Disc:
 Disc:

Performance

○○○○○+(CREA: 4)
 Bonus: Malus: ~2
 Disc:
 Disc:
 Disc:

Science

○○○○○+(REA: 4)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

Shooting & throw.

○○○○○+(COMB: 5)
 Bonus: +2 Malus: ~1
 Disc:
 Disc:
 Disc:

Travel

○○○○○+(EMP: 1)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:



Weapons

Battleaxe dmg: 3
 Continental gladius dmg: 2
 Short sword dmg: 2
 _____ dmg:
 _____ dmg:

Potential: 2

Combat attitudes

CàC/Tir

- ⊕ Standard
Atk: 12/6 Def: 12 Spd: 7
- ⊕ Offensive
Atk: 14/8 Def: 10 Spd: 7
- ⊕ Defensive
Atk: 10/4 Def: 14 Spd: 7
- ⊕ Quick
Atk: 12/6 Def: 10 Spd: 9
- ⊕ Movement
Atk: 0/0 Def: 14 Spd: 7

Defense :

●○○○○○ ○○○○○○

Speed:

●○○○○○

Armor:

Plate armor (4)



⊕ Equipment

⊕ Treasure

- ⊕ Ember
- ⊕ Azure
- ⊕ Frost

Valuables

⊕ Artifacts

⊕ Combat arts

Two-weapon fighting
 Parry

⊕ Resources

○○○○○ ○○○○○ ○○○○○
 ○○○○○ ○○○○○ ○○○○○
 ○○○○○ ○○○○○ ○○○○○

Rindath



Score: 10 / 10

Ogham:

⊕ _____
 ⊕ _____
 ⊕ _____
 ⊕ _____
 ⊕ _____
 ⊕ _____

Exaltation



Score: 3 / 3

⊕ Major miracles:

⊕ Minor miracles:

Flux



Mineral Flux

○○○○○ ○○○○○ ○○○○○

Vegetal Flux

○○○○○ ○○○○○ ○○○○○

Organic Flux

○○○○○ ○○○○○ ○○○○○

Fossil Flux

○○○○○ ○○○○○ ○○○○○



History

Birthplace: Reizh - Far East of Tri-Kazel - Rural

Social class: Peasant

Setbacks: Rumor - Poverty

Mental health

Mental Resistance: 6

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

Disorder: Frénésie

Str./Weak:

Scarring :

Special Ability:



Personnality

Conscience : 5

Instinct : 9

Orientation : Instinctive

Character traits : Quality : Resourceful

Flaw : Cold

Faults

Passion : 5

Subversion : 4

Influence : 1

Doubt : 4

Guilt : 1

Experience Points

Reste : 0

Total : 100

Highlights :

