

# Ombres d'Esteren

## CHARACTER SHEET

Name: Lesley Player: \_\_\_\_\_  
 Sex: H Age: 29 Ethnicity: Carish Profession: Varigal  
 Description: \_\_\_\_\_

### Ways

Combativeness: 4  
 Empathy: 5  
 Creativity: 2  
 Reason: 1  
 Conviction: 3

### Advantages

Strong  
Intuitive

### Disadvantages

Unlucky  
Shy

### Health Condition

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



Stamina: 9  
 Survival: 3

## Domains & Disciplines

### Craft

OOOOO+(CREA:2)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Close Combat

●●●●O+(COMB:4)  
 Bonus: +1 Malus:  
 Disc:  
 Disc:  
 Disc:

### Stealth

●●OOO+(EMP:5)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Erudition

OOOOO+(REA:1)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Magience

OOOOO+(REA:1)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Natural env.

●●●●O+(EMP:5)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Demorthen Mys.

OOOOO+(EMP:5)  
 Bonus: +1 Malus:  
 Disc:  
 Disc:  
 Disc:

### Occultism

OOOOO+(REA:1)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Perception

●●●OO+(REA:1)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Prayer

OOOOO+(CONV:3)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Feats

●●●●●+(COMB:4)  
 Bonus: +1 Malus:  
 Disc: Climbing 6  
 Disc:  
 Disc:

### Relation

OOOOO+(EMP:5)  
 Bonus: +1 Malus: ~1  
 Disc:  
 Disc:  
 Disc:

### Performance

OOOOO+(CREA:2)  
 Bonus: Malus: ~1  
 Disc:  
 Disc:  
 Disc:

### Science

OOOOO+(REA:1)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Shooting & throw.

OOOOO+(COMB:4)  
 Bonus: +1 Malus:  
 Disc:  
 Disc:  
 Disc:

### Travel

●●●●●+(EMP:5)  
 Bonus: +1 Malus:  
 Disc: Signs (Varigal) 6  
 Disc:  
 Disc:



# Weapons

Dagger, knife, dirk      dmg: 1  
 Carath                      dmg: 2  
 Short sword                dmg: 2  
 \_\_\_\_\_                dmg:  
 \_\_\_\_\_                dmg:

Potential: 2

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 9/5 Def: 11 Spd: 9
- ⊕ Offensive  
Atk: 11/7 Def: 9 Spd: 9
- ⊕ Defensive  
Atk: 7/3 Def: 13 Spd: 9
- ⊕ Quick  
Atk: 9/5 Def: 9 Spd: 11
- ⊕ Movement  
Atk: 0/0 Def: 13 Spd: 9

# Defense :

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# Speed:

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# Armor:

Studded leather tunic (2)



# ⊕ Equipment

Travelling rations, 10 days  
 Boots  
 Clothes & spares  
 Leather gloves  
 Wool cloak  
 Wash cloth & soap  
 Backpack  
 Bowl, cup, plate & cutlery  
 Tent, 1 person  
 Sleeping bag

Tinder box  
 Waterskin  
 Caernide & tack  
 Oil lantern  
 2 pints of oil  
 30 feet of rope

# ⊕ Treasure

0      ⊕ Ember  
 0      ⊕ Azure  
 0      ⊕ Frost

# Valuables

# ⊕ Artifacts

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

# ⊕ Combat arts

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

# ⊕ Resources

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 00000 00000 00000  
 00000 00000 00000

# Rindath

Score: 11 / 11



# Ogham:

⊕  
 ⊕  
 ⊕  
 ⊕  
 ⊕  
 ⊕

# Exaltation

Score: 9 / 9



# ⊕ Major miracles:

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

# ⊕ Minor miracles:

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

# Flux



## Mineral Flux

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## Vegetal Flux

00000 00000 00000

## Organic Flux

00000 00000 00000

## Fossil Flux

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# History

Birthplace: Taol-Kaer - Dukedom of Salann Tir - Rural

Social class: Peasant

Setbacks: Illness - Poverty

You have been hired by the Duchess of Tulg to guide a party to Pass of Lantrecht near the Vale of Dearg. Once they have completed their work, you are to guide those that need to return, home. You report to the knight and a clause in the contract allows the knight to call on your help if needed. You will be paid extra.

# Mental health

Mental Resistance: 8

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

Disorder: *Mysticisme*

Str./Weak:

Scarring :

Special Ability:



# Personality

Conscience : 4

Instinct : 6

Orientation : *Instinctive*

Character traits : *Quality : Intuitive*

*Flaw : Awkward*

# Faults

Passion : 4

Subversion : 2

Influence : 5

Doubt : 1

Guilt : 3

# Experience Points

Reste : 0

Total : 100

Highlights :

