

# Ombres d'Esteren

## CHARACTER SHEET

Name: Eric Erickson

Player: Dazz

Sex: H Age: 28 Ethnicity: Tri-Kazel

Profession: Spy

Description:

### Ways

Combativeness: 5

Empathy: 2

Creativity: 3

Reason: 3

Conviction: 2

### Advantages

Financial Ease 4

Intuitive

Nimble

### Disadvantages

Enemy

Phobia

### Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: 10

Survival: 3

## Domains & Disciplines

### Craft

OOOOO+(CREA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●●●OO+(COMB: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

●●●●O+(EMP: 2)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Érudition

●OOOO+(REA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

OOOOO+(REA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

OOOOO+(EMP: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthen Mys.

OOOOO+(EMP: 2)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Occultisme

OOOOO+(REA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

●●●●●+(REA: 3)

Bonus: Malus:

Disc: Observation 6

Disc: Alertness 6

Disc:

### Prayer

OOOOO+(CONV: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

OOOOO+(COMB: 5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Relation

●●OOO+(EMP: 2)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Performance

OOOOO+(CREA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

OOOOO+(REA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

●●OOO+(COMB: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Travel

●OOOO+(EMP: 2)

Bonus: +1 Malus:

Disc:

Disc:

Disc:



# Weapons



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

Potential: 2

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 8/7 Def: 11 Spd: 7
- ⊕ Offensive  
Atk: 10/9 Def: 9 Spd: 7
- ⊕ Defensive  
Atk: 6/5 Def: 13 Spd: 7
- ⊕ Quick  
Atk: 8/7 Def: 9 Spd: 9
- ⊕ Movement  
Atk: 0/0 Def: 13 Spd: 7

# Defense :

00000 00000

# Speed:

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# Armor:

Leather tunic (1)



# Equipment

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

# Treasure

- 0 Ember
- 0 Azure
- 100 Frost

# Valuables

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

# Artifacts

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

# Combat arts

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

# Resources

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 00000 00000 00000  
 00000 00000 00000

# Rindath



Score: 10 / 10

# Ogham:



# Exaltation



Score: 6 / 6

# 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: Reizh - Tri-Swezörs archipelago - Urbain

Social class: Nobility

Setbacks: Rumor - Violence

## Mental health

Mental Resistance: 7

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

Disorder: Paranoïa

Str./Weak:

Scarring :

Special Ability:



## Personnality

Conscience : 5

Instinct : 8

Orientation : Instinctive

Character traits : Quality : Independant

Flaw : Individualist

## Faults

Passion : 5

Subversion : 3

Influence : 2

Doubt : 3

Guilt : 2

## Experience Points

Reste : 40

Total : 100

Highlights :

