

# Ombres d'Esteren

## CHARACTER SHEET

Name: Cenris Player: Patrick  
 Sex: H Age: 21 Ethnicity: Continent Profession: Investigator  
 Description: Investigator/tracker/Survivor Likes archery and science/medicine

### Ways

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

### Advantages

Nimble  
 Smart

### Disadvantages

Enemy  
 Poor

### Health Condition

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



Stamina: 10  
 Survival: 3

## Domains & Disciplines

### Craft

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

### Close Combat

●OOOO+(COMB:4)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Stealth

●OOOO+(EMP:3)  
 Bonus: +1 Malus:  
 Disc:  
 Disc:  
 Disc:

### Erudition

OOOOO+(REA:5)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Magience

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

### Natural env.

●OOOO+(EMP:3)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Demorthen Mys.

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

### Occultism

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

### Perception

●●●●●+(REA:5)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Prayer

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

### Feats

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

### Relation

●●●●●+(EMP:3)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Performance

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

### Science

●●●●●+(REA:5)  
 Bonus: +1 Malus:  
 Disc:  
 Disc:  
 Disc:

### Shooting & throw.

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

### Travel

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



# Weapons

Bow \_\_\_\_\_ dmg: 2  
 Short sword \_\_\_\_\_ dmg: 2  
 \_\_\_\_\_ dmg:  
 \_\_\_\_\_ dmg:  
 \_\_\_\_\_ dmg:

Potential: 2

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 5/9 Def: 14 Spd: 7
- ⊕ Offensive  
Atk: 7/11 Def: 12 Spd: 7
- ⊕ Defensive  
Atk: 3/7 Def: 16 Spd: 7
- ⊕ Quick  
Atk: 5/9 Def: 12 Spd: 9
- ⊕ Movement  
Atk: 0/0 Def: 16 Spd: 7

# Defense :

00000 00000

# Speed:

00000

# Armor:

Studded leather tunic (2)



# ⊕ Equipment

He owns some consumables and trav,(...)

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

# ⊕ Treasure

- 0  Ember
- 0  Azure
- 0  Frost

# Valuables

# ⊕ Artifacts

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

# ⊕ Combat arts

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

# ⊕ Resources

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 00000 00000 00000  
 00000 00000 00000

# Rindath

Score: 9 / 9



# Ogham:



# Exaltation

Score: 3 / 3



# ⊕ Major miracles:

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

# ⊕ Minor miracles:

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

# Flux



## Mineral Flux

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## Vegetal Flux

00000 00000 00000

## Organic Flux

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## Fossil Flux

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# History

Birthplace: Taol-Kaer - Lands of Deas - Urbain  
 Social class: Craftsman  
 Setbacks: Solitude

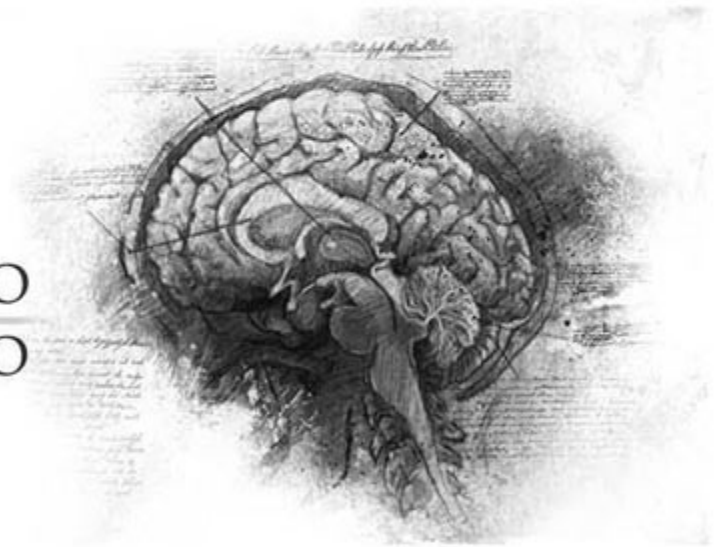
He was raised somewhere between poor and fed. Most of his life he has spent on his own surviving. Comfortable in the city and woods out of necessity more than choice. Same with people naturally he is a loner and the world has taught him never to trust or to be paranoid but is forced to deal with people to survive. At least he has some skill with people at least in reading them but still rather spend his time in solitude at least he knows he wont stab himself in the back. While alone he studies science and medicine driven by reason and curiosity plus more skills to help him survive. He doubts the direction his life is taking him for he usually has no choice in a quest to survive but he is focused on trying to have a better life. What that life be he does not yet know. Will it be settling down in a(...)

# Mental health

Mental Resistance: 6

	Balance	Symptom	Syndrom	Madness
TRAUMA :	OOOOOO	OOOOOO	OOOOOO	OOOOOO
Hardening:	OOOOOO	OOOOOO	OOOOOO	OOOOOO

Disorder: Paranoï a                      Str./Weak:  
 Scarring :                                  Special Ability:



# Personnality

Conscience : 6      Instinct : 6      Orientation : Rationnelle

Character traits : Quality : Independant  
 Flaw : Irresolute

# Faults

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

# Experience Points

Reste : 30      Total : 100

Highlights : A young man who is determined in his deeds. Once his decision is made, nothing can stop him.

This said, he tends to turn to the highest bidder and doesn't really care about his promises. He can appear immoral to many people. Patient and observant, He is crafty, but his greatest qualities remain his perseverance and his tenacity. His morality is flexible and even thin. All sources of knowledge are valuable in his eyes. But from his open mind also comes his biggest weakness: a persisting doubt on the direction he's going to take in his life. Should he investigate in the big city or settle down in the woods taking small tracking jobs.(...)

