

# Ombres d'Esteren

## CHARACTER SHEET

Name: Luther

Player: Patrick

Sex: F Age: 21 Ethnicity: Continent

Profession: Investigator

Description: Investigator/Tracker/Hunter

### Ways

Combativeness: 4

Empathy: 3

Creativity: 2

Reason: 5

Conviction: 1

### Advantages

Bonne vue

Vive desprit

### Disadvantages

Enemy

Poor

### Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: 10

Survival: 3

## Domains & Disciplines

### Craft

OOOOO+(CREA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●●●OO+(COMB:4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

●OOOO+(EMP:3)

Bonus: 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.

OOOOO+(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: +1 Malus:

Disc:

Disc:

Disc:

### Prayer

OOOOO+(CONV:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

OOOOO+(COMB:4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Relation

●●●●O+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Performance

OOOOO+(CREA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

●●●OO+(REA:5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

●●●●●+(COMB:4)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Travel

OOOOO+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:



# Weapons

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

Potential: 2

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 7/10 Def: 13 Spd: 7
- ⊕ Offensive  
Atk: 9/12 Def: 11 Spd: 7
- ⊕ Defensive  
Atk: 5/8 Def: 15 Spd: 7
- ⊕ Quick  
Atk: 7/10 Def: 11 Spd: 9
- ⊕ Movement  
Atk: 0/0 Def: 15 Spd: 7

# Defense :

00000 00000

# Speed:

00000

# Armor:

Studded leather tunic (2)



# Equipment

Linen Pants \_\_\_\_\_  
 Rope Sandals \_\_\_\_\_  
 Leather gloves \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# Treasure

0 \_\_\_\_\_  Ember  
 0 \_\_\_\_\_  Azure  
 0 \_\_\_\_\_  Frost

# Valuables

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

# Artifacts

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

# Combat arts

Archery \_\_\_\_\_

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

# Resources

00000 00000 00000  
 00000 00000 00000  
 00000 00000 00000

# Rindath

Score: 9 / 9



# Ogham:

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

# Exaltation

Score: 3 / 3



# Major miracles:

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

# Minor miracles:

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

# Flux



Mineral Flux  
00000 00000 00000

Vegetal Flux  
00000 00000 00000

Organic Flux  
00000 00000 00000

Fossil Flux  
00000 00000 00000



# History

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

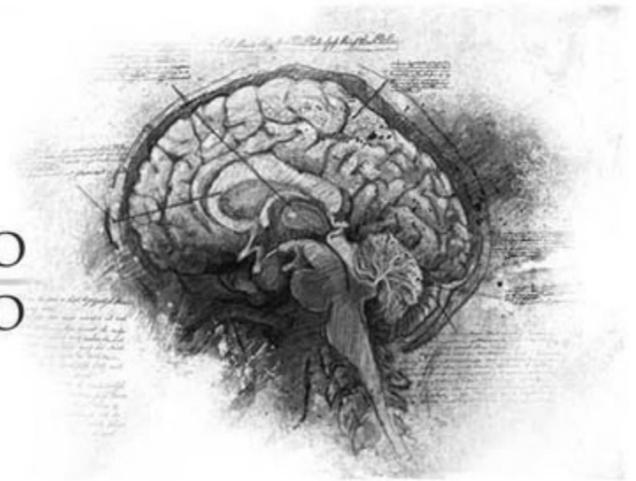
He was raised somewhere between poor and fed. Most of his life he has spent on his own surviving. Comfortable in the city and woods out of necessity more than choice. Same with people naturally he is a loner and the world has taught him never to trust or to be paranoid but is forced to deal with people 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 life, he does not yet know.(...)

# 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 : Indépendante*  
*Flaw : Hésitante*

# 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.(...)

