

Ombres d'Esteren

Character Sheet

Name: Luther

Player: Patrick

Sex: F Age: 21 Ethnicity: Continent

Profession: Investigator

Description: Investigator/Tracker/Hunter

Ways

Combateness: 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

00000+(CREA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

Close Combat

00000+(COMB:4)

Bonus: Malus:

Disc:

Disc:

Disc:

Stealth

00000+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

Erudition

00000+(REA:5)

Bonus: Malus:

Disc:

Disc:

Disc:

Magience

00000+(REA:5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

Natural env.

00000+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

Demorthen Mys.

00000+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

Occultism

00000+(REA:5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

Perception

00000+(REA:5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

Prayer

00000+(CONV:1)

Bonus: Malus:

Disc:

Disc:

Disc:

Feats

00000+(COMB:4)

Bonus: Malus:

Disc:

Disc:

Disc:

Relation

00000+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

Performance

00000+(CREA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

Science

00000+(REA:5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

Shooting & throw.

00000+(COMB:4)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

Travel

00000+(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: Paranoïa

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.(...)

