

# O<sup>13</sup>MBRES d'ESTEREN

## CHARACTER SHEET

Name: **Telmus**

Player: **Juste**

Sex: **H** Age: **17** Ethnicity: **Osag**

Profession: **Priest of the Temple**

Description: \_\_\_\_\_

### Ways

Combativeness: **4**

Empathy: **2**

Creativity: **2**

Reason: **2**

Conviction: **5**

### Advantages

Survival Instinct

### Disadvantages

Slow

Poor

Anosmia

Ageusia

### Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: **10**

Survival: **4**

## Domains & Disciplines

### Craft

●○○○○+(CREA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●●●○○+(COMB: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

●●○○○+(EMP: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Érudition

●●●○○+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

○○○○○+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

●●●●○+(EMP: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthèn Mys.

○○○○○+(EMP: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultisme

○○○○○+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

●●○○○+(REA: 2)

Bonus: Malus: ~2

Disc:

Disc:

Disc:

### Prayer

●●●●●+(CONV: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

●●○○○+(COMB: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Relation

○○○○○+(EMP: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Performance

○○○○○+(CREA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

○○○○○+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

●●●○○+(COMB: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Travel

●●●○○+(EMP: 2)

Bonus: Malus:

Disc:

Disc:

Disc:



# Weapons



Two-handed hammer    dmg: 4  
 \_\_\_\_\_    dmg:  
 \_\_\_\_\_    dmg:  
 \_\_\_\_\_    dmg:  
 \_\_\_\_\_    dmg:

Potential: 2

# Combat attitudes

CàC/Tir

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

# Defense:

00000 00000

# Speed:

00000

# Armor:

Osag shield (1)  
 Chain mail (3)



# Equipment

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

# Treasure

- 0 Ember
- 0 Azure
- 0 Frost

# Valuables

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

# Artifacts

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

# Combat arts

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

# Resources

00000 00000 00000  
 00000 00000 00000  
 00000 00000 00000

# Rindath

Score: 8 / 8



# Ogham:



# Exaltation

Score: 15 / 15



# 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 - Dukedom of Gorm - Rural

Social class: Peasant

Setbacks:

# Mental health

Mental Resistance: 10

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

Disorder: *Mélancolie*

Str./Weak:

Scarring :

Special Ability:



# Personnality

Conscience : 7

Instinct : 6

Orientation : *Rationnelle*

Character traits : *Quality : Persevering*

*Flaw : Overzealous*

# Faults

*Passion : 4*

*Subversion : 2*

*Influence : 2*

*Doubt : 2*

*Guilt : 5*

# Experience Points

Reste : 0

Total : 100

Highlights :

