

Ombres d'Esteren

CHARACTER SHEET

Name: **Chierry**

Player: **Jeremy**

Sex: **H** Age: **35** Ethnicity: **Tri-Kazel**

Profession: **Monk of the Temple**

Description: _____

Ways

Combativeness: **1**

Empathy: **4**

Creativity: **3**

Reason: **3**

Conviction: **4**

Advantages

Mentor Ally

Lettré

Disadvantages

Limp

Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: **9**

Survival: **3**

Domains & Disciplines

Craft

●●○○○+(CREA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

Close Combat

●●○○○+(COMB: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

Stealth

○○○○○+(EMP: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

Érudition

●●●●●+(REA: 3)

Bonus: +1 Malus:

Disc: Herbalism **6**

Disc:

Disc:

Magience

○○○○○+(REA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

Natural env.

●●●○○+(EMP: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

Demorthèn Mys.

○○○○○+(EMP: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

Occultisme

○○○○○+(REA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

Perception

●●●●○+(REA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

Prayer

●●●●●+(CONV: 4)

Bonus: Malus:

Disc: Spirituality **6**

Disc:

Disc:

Feats

○○○○○+(COMB: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

Relation

○○○○○+(EMP: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

Performance

○○○○○+(CREA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

Science

●●●●○+(REA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

Shooting & throw.

○○○○○+(COMB: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

Travel

●●○○○+(EMP: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

Weapons



Dagger, knife, dirk dmg: 1
 Staff dmg: 2
 _____ dmg:
 _____ dmg:
 _____ dmg:

Potential: 2

Combat attitudes

CàC/Tir

- ⊕ Standard
Atk: 3/1 Def: 11 Spd: 4
- ⊕ Offensive
Atk: 5/3 Def: 9 Spd: 4
- ⊕ Defensive
Atk: 1/-1 Def: 13 Spd: 4
- ⊕ Quick
Atk: 3/1 Def: 9 Spd: 6
- ⊕ Movement
Atk: 0/0 Def: 13 Spd: 4

Defense :

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Speed:

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Armor:



Equipment

Habit (Brown) _____
 Herbalist Pouch _____
 Medical Kit _____
 Wooden Hexcelsis _____

Treasure

- 0 Ember
- 0 Azure
- 0 Frost

Valuables

Artifacts

Combat arts

Resources

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 00000 00000 00000
 00000 00000 00000

Rindath



Score: 8 / 8

Ogham:

-
-
-
-
-
-
-

Exaltation



Score: 12 / 12

Major miracles:

Minor miracles:

Flux



Mineral Flux

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Vegetal Flux

00000 00000 00000

Organic Flux

00000 00000 00000

Fossil Flux

00000 00000 00000



History

Birthplace: Taol-Kaer - Dukedom of Tulg - Rural

Social class: Peasant

Setbacks: Wound - Violence - Poverty

Mental health

Mental Resistance: 9

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

Disorder: *Mélancolie*

Str./Weak:

Scarring :

Special Ability:



Personality

Conscience : 7

Instinct : 4

Orientation : *Rationnelle*

Character traits : Quality : *Level-headed*

Flaw : *Overzealous*

Faults

Passion : 1

Subversion : 3

Influence : 4

Doubt : 3

Guilt : 4

Experience Points

Reste : 0

Total : 100

Highlights : -Orphaned (approx. age 10) by attack or plague, brought to temple by wounded/ailing Blade

Knight -Became restless with temple life, eventually decides to leave without taking vows and complete military service

-Sees violent action with military (brigands, feondas?) and is wounded, gains limp -Following military service travels

around region working in various trades (investigator/herbalist/medicine?)(mentor during this period?) -Finds himself in

village/town in midst of plague outbreak, witnesses miraculous healing/is miraculously healed by monk (alternatively

is able to perform healing miracle based on previous temple experience?) -Decides to return to temple, joins order(...)

