

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 00000
Critical	-3 00000
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:

Erudition

●●●●●+(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:

Demorthen Mys.

○○○○○+(EMP: 4)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

Occultism

○○○○○+(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

⊕ Resources

00000 00000 00000

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

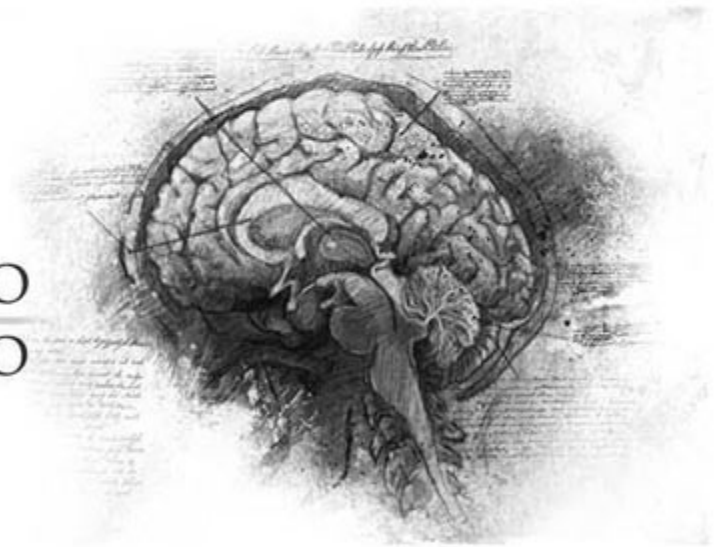
	Balance	Symptom	Syndrom	Madness
TRAUMA :	●●●●○	○○○○○	○○○○○	○○○○○
Hardening:	○○○○○	○○○○○	○○○○○	○○○○○

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(...)

