

# Les Ombres d'Esteren

## CHARACTER SHEET

Name: Thierry

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

Lettre

### 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:

### Erudition

●●●●●+(REA:3)

Bonus: +1 Malus:

Disc: Herbalism

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

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 :

00000 00000

## Speed:

00000

## Armor:



## Equipment

Habit (Brown)

Herbalist Pouch

Medical Kit

Wooden Hexcelsis



## 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 : 12 / 12



## 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 Tulg - Rural

Social class: Peasant

Setbacks: Wound - Violence - Poverty

## Mental health

Mental Resistance: 9

TRAUMA : 

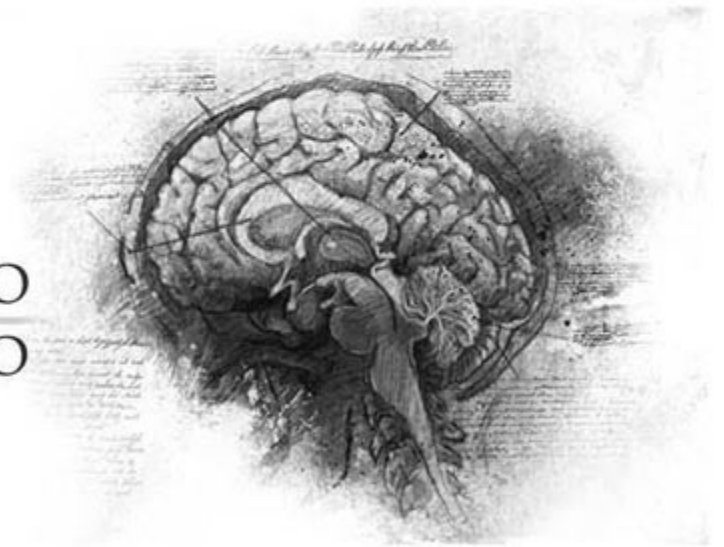
Balance	Symptom	Syndrom	Madness
●●●●○	○○○○○	○○○○○	○○○○○
○○○○○	○○○○○	○○○○○	○○○○○

Disorder: *Mélancolie*

Str./Weak:

Scarring :

Special Ability:



## Personnality

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(...)*

