

# Ombres d'Esteren

## CHARACTER SHEET

Name: **Seamus**

Player: \_\_\_\_\_

Sex: **H** Age: **22** Ethnicity: **Tri-Kazel**

Profession: **Varigal**

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

### Ways

Combattiveness: **3**

Empathy: **5**

Creativity: **4**

Reason: **2**

Conviction: **1**

### Advantages

### Disadvantages

Addiction

### Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: **9**

Survival: **3**

## Domains & Disciplines

### Craft

●●○○○+(CREA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●●●○○+(COMB: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

●●●●●+(EMP: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Érudition

●○○○○+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

○○○○○+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

●●●●●+(EMP: 5)

Bonus: Malus:

Disc: First Aid **6**

Disc:

Disc:

### Demorthèn Mys.

○○○○○+(EMP: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultisme

○○○○○+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

●●●○○+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Prayer

○○○○○+(CONV: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

●●●●●+(COMB: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Relation

○○○○○+(EMP: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Performance

○○○○○+(CREA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

○○○○○+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

○○○○○+(COMB: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Travel

●●●●●+(EMP: 5)

Bonus: Malus:

Disc: Signs (Varigal) **6**

Disc:

Disc:

# Weapons



Carath dmg: 2

\_\_\_\_\_ dmg:

\_\_\_\_\_ dmg:

\_\_\_\_\_ dmg:

\_\_\_\_\_ dmg:

Potential: 2

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 6/3 Def: 12 Spd: 8
- ⊕ Offensive  
Atk: 8/5 Def: 10 Spd: 8
- ⊕ Defensive  
Atk: 4/1 Def: 14 Spd: 8
- ⊕ Quick  
Atk: 6/3 Def: 10 Spd: 10
- ⊕ Movement  
Atk: 0/0 Def: 14 Spd: 8

# Defense:

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# Speed:

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# Armor:

Leather tunic (1)



# Equipment

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\_\_\_\_\_

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# Treasure

- 0 Ember
- 0 Azure
- 0 Frost

# Valuables

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# Artifacts

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# Combat arts

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\_\_\_\_\_

\_\_\_\_\_

# Resources

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00000 00000 00000

# Rindath



Score: 12 / 12

# Ogham:

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- 
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- 
- 
- 

# Exaltation



Score: 3 / 3

# Major miracles:

\_\_\_\_\_

\_\_\_\_\_

# Minor miracles:

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\_\_\_\_\_

# Flux



## Mineral Flux

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## Vegetal Flux

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## Organic Flux

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## Fossil Flux

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## History

Birthplace: Taol-Kaer - Lands of Deas - Rural

Social class: Peasant

Setbacks: Rumor - Lucky!

You're not quite sure how you became a varigal. You were never one to travel much, much preferring staying in your shack and eating the various strange foods you were prone to gathering. One night, however, you had a strange vision of the woods around you coming to life. You just turned and ran and never looked back. Somehow you survived and were taken under the wing of a varigal, eventually leading to your new life.

## Mental health

Mental Resistance: 6

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

Disorder: *Mysticisme*

Str./Weak:

Scarring :

Special Ability:



## Personnality

Conscience : 3

Instinct : 7

Orientation : *Instinctive*

Character traits : *Quality : Free*

*Flaw : Undisciplined*

## Faults

Passion : 3

Subversion : 4

Influence : 5

Doubt : 2

Guilt : 1

## Experience Points

Reste : 0

Total : 100

Highlights :

