

# Les Ombres d'Esteren

## CHARACTER SHEET

Name: **Seamus**

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

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

Profession: **Varigal**

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

### Ways

Combativeness: **3**

Empathy: **5**

Creativity: **4**

Reason: **2**

Conviction: **1**

### Advantages

### Disadvantages

Addiction

### Health Condition

Good 0 0 0 0 0

Okay -1 0 0 0 0 0

Bad -2 0 0 0 0

Critical -3 0 0 0 0

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:

### Erudition

●○○○○+(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:

### Demorthen Mys.

○○○○○+(EMP:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultism

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Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

●●●○○+(REA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Prayer

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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.

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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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## Treasure

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Ember

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Azure

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Frost

## Valuables

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## Artifacts

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## Combat arts

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## Resources

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## Rindath

Score : 12 / 12



## Ogham:




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## Exaltation

Score : 3 / 3



Major miracles:

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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

TRAUMA : 

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

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 :