

# Ombres d'Esteren

## CHARACTER SHEET

Name: Mona Player: \_\_\_\_\_  
 Sex: F Age: 18 Ethnicity: Tri-Kazel Profession: Rogue  
 Description: \_\_\_\_\_

### Ways

Combativeness: 4  
 Empathy: 3  
 Creativity: 1  
 Reason: 5  
 Conviction: 2

### Advantages

### Disadvantages

### Health Condition

Good	00000
Okay	-1 00000
Bad	-2 00000
Critical	-3 00000
Agony	0



Stamina: 10  
 Survival: 3

## Domains & Disciplines

### Craft

OOOOO+(CREA:1)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Close Combat

●●●OO+(COMB:4)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Stealth

●●●●●+(EMP:3)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Erudition

●●●●O+(REA:5)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Magience

●●●OO+(REA:5)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Natural env.

OOOOO+(EMP:3)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Demorthen Mys.

OOOOO+(EMP:3)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Occultism

OOOOO+(REA:5)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Perception

●●OOO+(REA:5)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Prayer

OOOOO+(CONV:2)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Feats

●●●●O+(COMB:4)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Relation

●●●●●+(EMP:3)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Performance

●OOOO+(CREA:1)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Science

OOOOO+(REA:5)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Shooting & throw.

●OOOO+(COMB:4)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Travel

OOOOO+(EMP:3)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:



# Weapons

Dagger, knife, dirk      dmg: 1  
 \_\_\_\_\_      dmg:  
 \_\_\_\_\_      dmg:  
 \_\_\_\_\_      dmg:  
 \_\_\_\_\_      dmg:

Potential: 1

# Combat attitudes

Cà/Tir

- ⊕ Standard  
Atk: 7/5 Def: 13 Spd: 7
- ⊕ Offensive  
Atk: 8/6 Def: 12 Spd: 7
- ⊕ Defensive  
Atk: 6/4 Def: 14 Spd: 7
- ⊕ Quick  
Atk: 7/5 Def: 12 Spd: 8
- ⊕ Movement  
Atk: 0/0 Def: 14 Spd: 7

# Defense :

00000 00000

# Speed:

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# Armor:

Leather tunic (1)



# ⊕ Equipment

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# ⊕ 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: 6 / 6



# ⊕ Major miracles:

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# ⊕ Minor miracles:

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# Flux



## Mineral Flux

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## Vegetal Flux

00000 00000 00000

## Organic Flux

00000 00000 00000

## Fossil Flux

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# History

Birthplace: Reizh - Region of Baldh-Ruoch - Urbain

Social class: Craftsman

Setbacks:

A thief from the magientist capitol, you found yourself on the run after you pick pocketed a noble and had a price on your head.

Knowing they'd probably kill you and use you for magientist experiments, using your body for flux, you got out of the kingdom and headed south.

# Mental health

Mental Resistance: 7

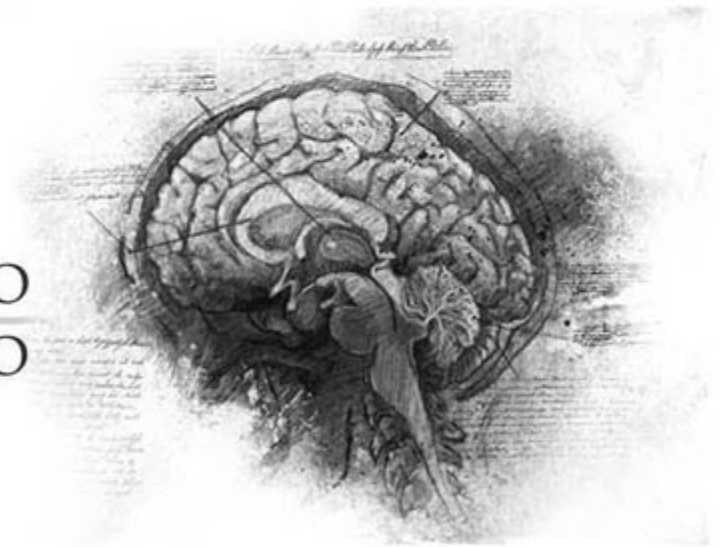
	Balance	Symptom	Syndrom	Madness
TRAUMA :	●●○○○	○○○○○	○○○○○	○○○○○
Hardening:	○○○○○	○○○○○	○○○○○	○○○○○

Disorder: Paranoïa

Str./Weak:

Scarring :

Special Ability:



# Personnality

Conscience : 7

Instinct : 5

Orientation : Rationnelle

Character traits : Quality : Ingénieuse

Flaw : Traïtresse

# Faults

Passion : 4

Subversion : 1

Influence : 3

Doubt : 5

Guilt : 2

# Experience Points

Reste : 0

Total : 100

Highlights :

