

# Ombres d'Esteren

## Character Sheet

Name: Sioman Mathanach

Player: Meagan

Sex: H Age: 23 Ethnicity: Osag

Profession: Occultist

Description : Sioman is a thin, bookish young man with shoulder length red hair, the top half of which is usual

### Ways

Combateness: 3

Empathy: 1

Creativity: 3

Reason: 5

Conviction: 3

### Advantages

Financial Ease 2

Strong Mind

Smart

### Disadvantages

Awkward

Phobia

### Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: 10

Survival: 3

## Domains & Disciplines

### Craft

00000+(CREA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

00000+(COMB:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

00000+(EMP:1)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

### Erudition

00000+(REA:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

00000+(REA:5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Natural env.

00000+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthen Mys.

00000+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultism

00000+(REA:5)

Bonus: +1 Malus:

Disc: Esotericism 6

Disc: Paranormal 6

Disc:

### Perception

00000+(REA:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Prayer

00000+(CONV:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

00000+(COMB:3)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

### Relation

00000+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Performance

00000+(CREA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

00000+(REA:5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

00000+(COMB:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Travel

00000+(EMP:1)

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: 4/3 Def: 10 Spd: 4



Offensive

Atk: 6/5 Def: 8 Spd: 4



Defensive

Atk: 2/1 Def: 12 Spd: 4



Quick

Atk: 4/3 Def: 8 Spd: 6



Movement

Atk: 0/0 Def: 12 Spd: 4

## Defense :

00000 00000

## Speed:

00000

## Armor:

Leather tunic (1)



## Equipment

Notebook

Pen

Cloak



## Treasure

0



Ember

0



Azure

5



Frost

## Valuables



## Artifacts



## Combat arts



## Resources

00000 00000 00000

00000 00000 00000

00000 00000 00000

## Rindath

Score: 7 / 7



## Ogham:



## Exaltation

Score: 9 / 9



## 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: Reizh - Region of Faircan Ear - Urbain

Social class: Nobility

Setbacks: Solitude

Sioman was born into a well-off family as the fourth son. As circumstances that would make him the heir were all but unthinkable, his education focused more on science, mathematics, and nature than working to prepare him for leadership. His life was set to follow a quiet path until, well, what had been unthinkable before happened. As he returned home from an outing one evening, he was greeted by silence, instead of the customary greeting from one of the estate's servants. He slowly made his way through the darkened halls, searching for any sign of his family. The dark state of his home didn't register at first as panic set in, and he began to run through the halls, calling out for his brothers, then his parents, then anybody at all, but he received no response. When his eyes finally adjusted to(...)

## Mental health

Mental Resistance: 9

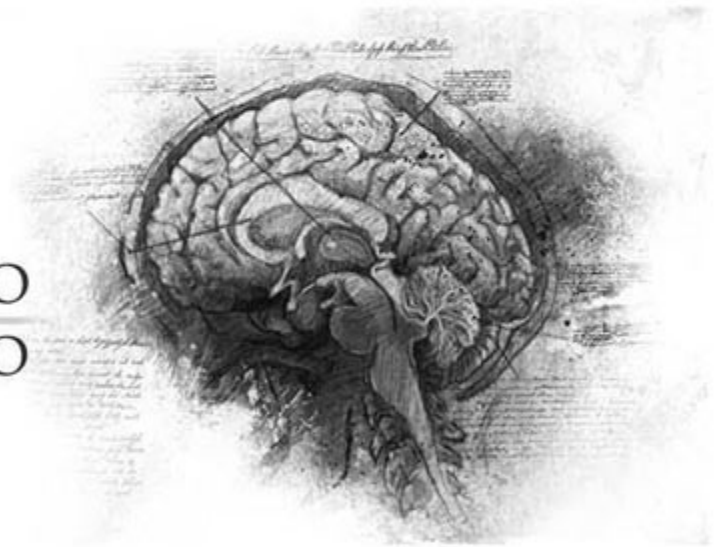
	Balance	Symptom	Syndrom	Madness
TRAUMA :	●●●○○	○○○○○	○○○○○	○○○○○
Hardening:	○○○○○	○○○○○	○○○○○	○○○○○

Disorder: Paranoïa

Str./Weak:

Scarring :

Special Ability:



## Personnality

Conscience : 8

Instinct : 6

Orientation : Rationnelle

Character traits : Quality : Ingenious

Flaw : Uncommunicative

## Faults

Passion : 3

Subversion : 3

Influence : 1

Doubt : 5

Guilt : 3

## Experience Points

Reste : 35

Total : 100

Highlights : -Youngest of four sons of a noble family -Returned home one day to find his family viciously killed, with odd sigils painted onto the walls of his childhood home in blood; the event fueled his interest in understanding the occult. -Was left with a phobia of the dark, descending into fear and panic if he does not have some sort of light nearby.

