

# Ombres d'Esteren

## CHARACTER SHEET

Name: **Trinkets**

Player: **Carl**

Sex: **H** Age: **21** Ethnicity: **Carish**

Profession: **Craftsman**

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

### Ways

Combativeness: **2**

Empathy: **2**

Creativity: **5**

Reason: **3**

Conviction: **3**

### Advantages

Charismatic

Intuitive

Smart

Survival Instinct

### Disadvantages

Unlucky

Awkward x2

### Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: **10**

Survival: **4**

## Domains & Disciplines

### Craft

●●●●●+(CREA: 5)

Bonus: Malus:

Disc: Cooking 6

Disc: Sculpting 6

Disc:

### Close Combat

●○○○○+(COMB: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

●○○○○+(EMP: 2)

Bonus: Malus: ~2

Disc:

Disc:

Disc:

### Érudition

○○○○○+(REA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

○○○○○+(REA: 3)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Natural env.

●●○○○+(EMP: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthèn Mys.

○○○○○+(EMP: 2)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Occultisme

○○○○○+(REA: 3)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Perception

○○○○○+(REA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Prayer

○○○○○+(CONV: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

○○○○○+(COMB: 2)

Bonus: Malus: ~2

Disc:

Disc:

Disc:

### Relation

●●●●○+(EMP: 2)

Bonus: +2 Malus:

Disc:

Disc:

Disc:

### Performance

●●○○○+(CREA: 5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Science

○○○○○+(REA: 3)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

●●○○○+(COMB: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Travel

●○○○○+(EMP: 2)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

# Weapons



Dagger, knife, dirk    dmg: 1  
 Craftsman's hammer    dmg: 2  
 \_\_\_\_\_    dmg:  
 \_\_\_\_\_    dmg:  
 \_\_\_\_\_    dmg:

Potential: 3

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 3/4 Def: 8 Spd: 4
- ⊕ Offensive  
Atk: 6/7 Def: 5 Spd: 4
- ⊕ Defensive  
Atk: 0/1 Def: 11 Spd: 4
- ⊕ Quick  
Atk: 3/4 Def: 5 Spd: 7
- ⊕ Movement  
Atk: 0/0 Def: 11 Spd: 4

# 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

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\_\_\_\_\_

\_\_\_\_\_

# Artifacts

\_\_\_\_\_

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\_\_\_\_\_

# Combat arts

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\_\_\_\_\_

\_\_\_\_\_

# Resources

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00000 00000 00000

00000 00000 00000

# Rindath



Score: 9 / 9

# Ogham:

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- 
- 
- 
- 
- 

# Exaltation



Score: 9 / 9

# Major miracles:

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# Minor miracles:

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\_\_\_\_\_

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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: Reizh - Tri-Swezörs archipelago - Rural

Social class: Craftsman

Setbacks: Rumor

## Mental health

Mental Resistance: 8

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

Disorder: *Mélancolie*

Str./Weak:

Scarring :

Special Ability:



## Personnality

Conscience : 6

Instinct : 7

Orientation : *Instinctive*

Character traits : *Quality : Inventive*

*Flaw : Eccentric*

## Faults

Passion : 2

Subversion : 5

Influence : 2

Doubt : 3

Guilt : 3

## Experience Points

Reste : 5

Total : 100

Highlights :

