

# Ombres d'Esteren

## CHARACTER SHEET

Name: Mal'Ghalash

Player: Alex

Sex: H Age: 22 Ethnicity: Tri-Kazel

Profession: Merchant

Description: Marchand itinérant de grand chemin

### Ways

Combativeness: 2

Empathy: 3

Creativity: 5

Reason: 3

Conviction: 2

### Advantages

Financial Ease 4

Handsome

Lettré

### Disadvantages

Addiction

Feeble

Awkward

Anosmia

### Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: 7

Survival: 3

## Domains & Disciplines

### Craft

●●○○○+(CREA:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●●○○○+(COMB:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

○○○○○+(EMP:3)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

### Erudition

●●●●○+(REA:3)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Magience

○○○○○+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

●●●○○+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthen Mys.

○○○○○+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultism

○○○○○+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

●●●○○+(REA:3)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

### Prayer

○○○○○+(CONV:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

○○○○○+(COMB:2)

Bonus: Malus: ~2

Disc:

Disc:

Disc:

### Relation

●●●●○+(EMP:3)

Bonus: +1 Malus:

Disc: Spiel 6

Disc: Persuasion 6

Disc:

### Performance

●●●○○+(CREA:5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Science

○○○○○+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

○○○○○+(COMB:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Travel

●●●○○+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:



# Weapons

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

Potential: 3

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 4/2 Def: 10 Spd: 5
- ⊕ Offensive  
Atk: 7/5 Def: 7 Spd: 5
- ⊕ Defensive  
Atk: 1/-1 Def: 13 Spd: 5
- ⊕ Quick  
Atk: 4/2 Def: 7 Spd: 8
- ⊕ Movement  
Atk: 0/0 Def: 13 Spd: 5

# Defense :

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# Speed:

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# Armor:

Leather tunic (1)



# ⊕ Equipment

7 dauls de braize  
 18 dauls d'azur  
 39 dauls de givre  
 1 calèche  
 1 sac de voyage  
 1 dague  
 1 cotte de cuir  
 3 laines  
 1 teinture pourpre  
 10 lingo d'acier

1 flask d'acide acétique  
 2 kilos de salpêtre  
 1 caernide  
 1 Boernac  
 1 chien de chasse  
 1 lanterne  
 12 litres d'huile  
 1 hache de bûcheron  
 1 trousse de précision  
 1 jambon

# ⊕ Treasure

0      ⊕ Ember

0      ⊕ Azure

50      ⊕ Frost

# Valuables

# ⊕ Artifacts

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

# ⊕ Combat arts

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

# ⊕ Resources

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 00000 00000 00000  
 00000 00000 00000

# Rindath



Score : 10 / 10

# 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: Middle class

Setbacks: Illness

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# Mental health

Mental Resistance: 7

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

Disorder: Exaltation

Str./Weak:

Scarring :

Special Ability:



# Personnality

Conscience : 5

Instinct : 7

Orientation : Instinctive

Character traits : Quality : Funny

Flaw : Cowardly

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# Faults

Passion : 2

Subversion : 5

Influence : 3

Doubt : 3

Guilt : 2



# Experience Points

Reste : 5

Total : 100

Highlights :

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