

# Ombres d'Esteren

## CHARACTER SHEET

Name: **Newt** Player: **Newt**  
 Sex: **H** Age: **16** Ethnicity: **Tarish** Profession: **Spy**  
 Description: \_\_\_\_\_

### Ways

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

### Advantages

Bonne vue  
 Keen Hearing  
 Quick  
 Disadvantages  
 Fragile  
 Shy  
 Trauma

### Health Condition

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



Stamina: **10**  
 Survival: **2**

## Domains & Disciplines

### Craft

OOOOO+(CREA: 4)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Close Combat

●●OOO+(COMB: 3)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Stealth

●●●●●+(EMP: 2)  
 Bonus: Malus:  
 Disc: Stealth  
 Disc:  
 Disc:

### Erudition

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

### Magience

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

### Natural env.

●OOOO+(EMP: 2)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Demorthen Mys.

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

### Occultism

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

### Perception

●●●●●+(REA: 5)  
 Bonus: +2 Malus:  
 Disc: Observation  
 Disc:  
 Disc:

### Prayer

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

### Feats

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

### Relation

●●OOO+(EMP: 2)  
 Bonus: Malus: ~1  
 Disc:  
 Disc:  
 Disc:

### Performance

OOOOO+(CREA: 4)  
 Bonus: Malus: ~1  
 Disc:  
 Disc:  
 Disc:

### Science

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

### Shooting & throw.

●●●OO+(COMB: 3)  
 Bonus: +1 Malus:  
 Disc:  
 Disc:  
 Disc:

### Travel

●●OOO+(EMP: 2)  
 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: 5/7 Def: 12 Spd: 6
- ⊕ Offensive  
Atk: 7/9 Def: 10 Spd: 6
- ⊕ Defensive  
Atk: 3/5 Def: 14 Spd: 6
- ⊕ Quick  
Atk: 5/7 Def: 10 Spd: 8
- ⊕ Movement  
Atk: 0/0 Def: 14 Spd: 6

# Defense :

00000 00000

# Speed:

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# Armor:



# ⊕ 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: 9 / 9

# Ogham:



# Exaltation



Score: 3 / 3

# ⊕ Major miracles:

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

# ⊕ Minor miracles:

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

# 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 - Region of Farl - Urbain

Social class: Nobility

Setbacks:

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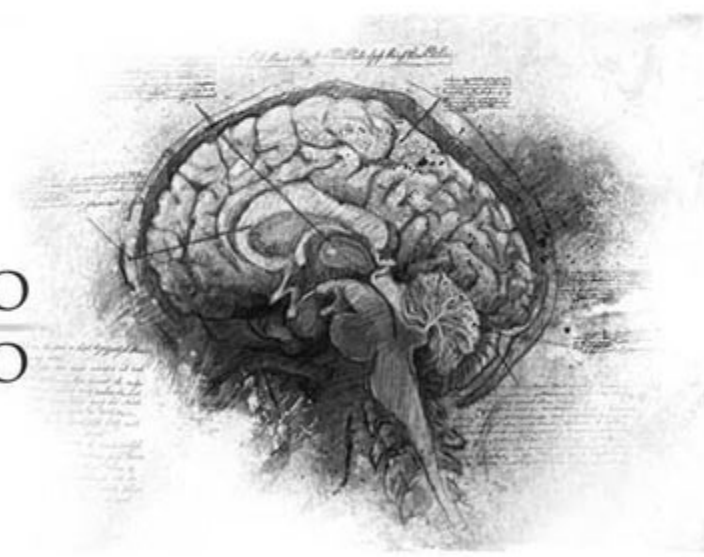
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# Mental health

Mental Resistance: 6

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

Disorder: **Confusion mentale**    Str./Weak:  
 Scarring :                                    Special Ability:



# Personnality

Conscience : 6    Instinct : 7    Orientation : *Instinctive*

Character traits : **Quality : Cool-headed**  
**Flaw : Shut-in**

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# Faults

**Passion :**            3  
**Subversion :**      4  
**Influence :**        2  
**Doubt :**             5  
**Guilt :**              1

# Experience Points

Reste : 0    Total : 100

Highlights :

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