

Les Ombres d'Esteren

CHARACTER SHEET

Name: **Therian**

Player: **Cameron**

Sex: **H** Age: **28** Ethnicity: **Tarish**

Profession: **Magientist**

Description: **Tall, fit, with a nose that was broken and set improperly**

Ways

Combativeness: **2**

Empathy: **1**

Creativity: **5**

Reason: **4**

Conviction: **3**

Advantages

Smart **x2**

Lucky

Lettre

Disadvantages

Enemy

Awkward

Health Condition

Good **00000**

Okay **-1 00000**

Bad **-2 0000**

Critical **-3 0000**

Agony **0**



Stamina: **10**

Survival: **3**

Domains & Disciplines

Craft

●●●●●+(CREA:5)

Bonus: Malus:

Disc:

Disc:

Disc:

Close Combat

●●●●●+(COMB:2)

Bonus: Malus:

Disc:

Disc:

Disc:

Stealth

●●●●●+(EMP:1)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

Erudition

●●●●●+(REA:4)

Bonus: Malus:

Disc:

Disc:

Disc:

Magience

●●●●●+(REA:4)

Bonus: +3 Malus:

Disc: Artifacts use **6**

Disc:

Disc:

Natural env.

●●●●●+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:

Demorthen Mys.

●●●●●+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:

Occultism

●●●●●+(REA:4)

Bonus: +2 Malus:

Disc:

Disc:

Disc:

Perception

●●●●●+(REA:4)

Bonus: Malus:

Disc:

Disc:

Disc:

Prayer

●●●●●+(CONV:3)

Bonus: Malus:

Disc:

Disc:

Disc:

Feats

●●●●●+(COMB:2)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

Relation

●●●●●+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:

Performance

●●●●●+(CREA:5)

Bonus: Malus:

Disc:

Disc:

Disc:

Science

●●●●●+(REA:4)

Bonus: +2 Malus:

Disc: Magientist Machinery **6**

Disc:

Disc:

Shooting & throw.

●●●●●+(COMB:2)

Bonus: Malus:

Disc:

Disc:

Disc:

Travel

●●●●●+(EMP:1)

Bonus: Malus:

Disc:

Disc:

Disc:



Weapons

Dagger, knife, dirk dmg: 1
 Craftsman's hammer dmg: 2
 Staff dmg: 2
 _____ dmg: _____
 _____ dmg: _____

Potential: 3

Combat attitudes

CàC/Tir

⊕ Standard
 Atk: 3/2 Def: 9 Spd: 3
 ⊕ Offensive
 Atk: 6/5 Def: 6 Spd: 3
 ⊕ Defensive
 Atk: 0/-1 Def: 12 Spd: 3
 ⊕ Quick
 Atk: 3/2 Def: 6 Spd: 6
 ⊕ Movement
 Atk: 0/0 Def: 12 Spd: 3

Defense :

00000 00000

Speed:

00000

Armor:

Hilderin shield (1)

Leather tunic (1)



⊕ Equipment

⊕ Treasure

0 ⊕ Ember

0 ⊕ Azure

0 ⊕ Frost

Valuables

⊕ Artifacts

⊕ Combat arts

⊕ Resources

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Rindath

Score : 8 / 8



Ogham:

⊕
 ⊕
 ⊕
 ⊕
 ⊕
 ⊕

Exaltation

Score : 9 / 9



⊕ Major miracles:

⊕ Minor miracles:

Flux



Mineral Flux

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Vegetal Flux

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Organic Flux

00000 00000 00000

Fossil Flux

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History

Birthplace: Taol-Kaer - Cairns' Islands - Urbain

Social class: Nobility

Setbacks: Adversary - Poverty

Was in the process of learning magience and artificery when he was robbed and some very important family belongings were stolen, he completed his studies to try and gain the knowledge and ability to take revenge on the robber, who is a long-time enemy of his family

Mental health

Mental Resistance: 8

	Balance	Symptom	Syndrom	Madness
TRAUMA :	OOOOOO	OOOOOO	OOOOOO	OOOOOO
Hardening:	OOOOOO	OOOOOO	OOOOOO	OOOOOO

Disorder: **Obsession**

Str./Weak:

Scarring :

Special Ability:



Personnality

Conscience : 7

Instinct : 7

Orientation : Rationnelle

Character traits : **Quality : Resourceful**

Flaw : Abstraction

Faults

Passion : 2

Subversion : 5

Influence : 1

Doubt : 4

Guilt : 3

Experience Points

Reste : 40

Total : 100

Highlights : Decided to learn magience to help explore things his tribe would find in their wanderings

