

# Ombres d'Esteren

## CHARACTER SHEET

Name: **Kallec Romero**

Player: **Gilou**

Sex: **H** Age: **22** Ethnicity: **Tri-Kazel**

Profession: **Merchant**

Description: **Très bel homme**

### Ways

Combativeness: **3**

Empathy: **4**

Creativity: **3**

Reason: **4**

Conviction: **1**

### Advantages

Financial Ease **4**

Handsome

Charismatic

Keen Taste

### Disadvantages

Addiction

Weak Mind **x2**

Fragile

### Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: **9**

Survival: **2**

## Domains & Disciplines

### Craft

OOOOO+(CREA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●●●OO+(COMB: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

●●●OO+(EMP: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Erudition

●●●OO+(REA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

OOOOO+(REA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

OOOOO+(EMP: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthen Mys.

OOOOO+(EMP: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultism

OOOOO+(REA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

●●●OO+(REA: 4)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Prayer

OOOOO+(CONV: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

OOOOO+(COMB: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Relation

●●●●●+(EMP: 4)

Bonus: +2 Malus:

Disc: Spiel **6**

Disc: Charm **6**

Disc:

### Performance

●●●OO+(CREA: 3)

Bonus: +2 Malus:

Disc:

Disc:

Disc:

### Science

OOOOO+(REA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

OOOOO+(COMB: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Travel

OOOOO+(EMP: 4)

Bonus: Malus:

Disc:

Disc:

Disc:



# Weapons

Dagger, knife, dirk      dmg: 1  
 Short sword                dmg: 2  
 \_\_\_\_\_                dmg:  
 \_\_\_\_\_                dmg:  
 \_\_\_\_\_                dmg:

Potential: 2

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 6/3 Def: 13 Spd: 7
- ⊕ Offensive  
Atk: 8/5 Def: 11 Spd: 7
- ⊕ Defensive  
Atk: 4/1 Def: 15 Spd: 7
- ⊕ Quick  
Atk: 6/3 Def: 11 Spd: 9
- ⊕ Movement  
Atk: 0/0 Def: 15 Spd: 7

# Defense :

00000 00000

# Speed:

00000

# Armor:

Leather tunic (1)



# ⊕ Equipment

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

# ⊕ Treasure

0      ⊕ Ember

0      ⊕ Azure

50     ⊕ Frost

# Valuables

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

# ⊕ Artifacts

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

# ⊕ Combat arts

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

# ⊕ Resources

00000 00000 00000  
 00000 00000 00000  
 00000 00000 00000

# Rindath



Score: 10 / 10

# Ogham:

⊕ \_\_\_\_\_  
 ⊕ \_\_\_\_\_  
 ⊕ \_\_\_\_\_  
 ⊕ \_\_\_\_\_  
 ⊕ \_\_\_\_\_  
 ⊕ \_\_\_\_\_

# Exaltation



Score: 3 / 3

# ⊕ 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: Taol-Kaer - Dukedom of Osta-Baille - Urbain

Social class: Middle class

Setbacks: Rumor

A la mort de son père, il reprend la taverne de son père qu'il transforme peu à peu en maison close. Sa mère travaille elle aussi dans le lieu où elle a pour tâche de tenir la maison. Il profite de la vie en dépensant son argent en alcool(obsession) et autre. Après son service, il se retire de la vie militaire pour se concentrer sur son affaire familiale. Il essaye de rester discret malgré sa situation et toutes sortes de rumeurs le suivent.

# Mental health

Mental Resistance: 4

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

Disorder: **Obsession**

Str./Weak:

Scarring :

Special Ability:



# Personnality

Conscience : 5

Instinct : 6

Orientation : *Instinctive*

Character traits : *Quality : Independant*

*Flaw : Overzealous*

# Faults

Passion : 3

Subversion : 3

Influence : 4

Doubt : 4

Guilt : 1

# Experience Points

Reste : 15

Total : 100

Highlights :

