

# Ombres d'Esteren

## CHARACTER SHEET

Name: josyf

Player: zaid

Sex: H Age: 27 Ethnicity: Tarish

Profession: Rogue

Description:

### Ways

Combativeness: 3

Empathy: 1

Creativity: 4

Reason: 2

Conviction: 5

### Advantages

Handsome

Bonne vue

Keen Hearing

Smart

### Disadvantages

Enemy

Phobia

### Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: 9

Survival: 3

## Domains & Disciplines

### Craft

●○○○○+(CREA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●○○○○+(COMB: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

●●●●●+(EMP: 1)

Bonus: Malus:

Disc: Stealth 6

Disc: Pickpocket 6

Disc:

### Érudition

●●●○○+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

○○○○○+(REA: 2)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Natural env.

○○○○○+(EMP: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthèn Mys.

○○○○○+(EMP: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultisme

○○○○○+(REA: 2)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Perception

●●○○○+(REA: 2)

Bonus: +2 Malus:

Disc:

Disc:

Disc:

### Prayer

○○○○○+(CONV: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

●●●○○+(COMB: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Relation

●●●●○+(EMP: 1)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Performance

○○○○○+(CREA: 4)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Science

○○○○○+(REA: 2)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

●○○○○+(COMB: 3)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Travel

○○○○○+(EMP: 1)

Bonus: Malus:

Disc:

Disc:

Disc:



# Weapons



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

Potential: 2

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 4/5 Def: 8 Spd: 4
- ⊕ Offensive  
Atk: 6/7 Def: 6 Spd: 4
- ⊕ Defensive  
Atk: 2/3 Def: 10 Spd: 4
- ⊕ Quick  
Atk: 4/5 Def: 6 Spd: 6
- ⊕ Movement  
Atk: 0/0 Def: 10 Spd: 4

# Defense:

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# Speed:

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# Armor:




Studded leather tunic (2)



# Equipment

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 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
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# Treasure

- 0  Ember
- 0  Azure
- 0  Frost

# Valuables

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

# Artifacts

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

# Combat arts

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 \_\_\_\_\_  
 \_\_\_\_\_  
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# Resources

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 00000 00000 00000  
 00000 00000 00000

# Rindath

Score: 8 / 8



# Ogham:

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- 
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# Exaltation

Score: 15 / 15



# Major miracles:

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

# 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: Gwidre - Calvary - Urbain

Social class: Craftsman

Setbacks: Adversary - Illness

## Mental health

Mental Resistance: 10

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

Disorder: **Confusion mentale** Str./Weak:

Scarring : Special Ability:



## Personnality

Conscience : 7    Instinct : 7    Orientation : *Instinctive*

Character traits : **Quality : Resourceful**

**Flaw : Individualist**

## Faults

**Passion :** 3

**Subversion :** 4

**Influence :** 1

**Doubt :** 2

**Guilt :** 5

## Experience Points

Reste : 30

Total : 100

Highlights :

