

# Ombres d'Esteren

## CHARACTER SHEET

Name: **Keer**

Player: **Will**

Sex: **H** Age: **26** Ethnicity: **Tarish**

Profession: **Varigal**

Description: \_\_\_\_\_

### Ways

Combativeness: **1**

Empathy: **4**

Creativity: **4**

Reason: **5**

Conviction: **1**

### Advantages

Sturdy

Quick

Lettré

### Disadvantages

Weak Mind

Trauma

### Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: **11**

Survival: **3**

## Domains & Disciplines

### Craft

OOOOO+(CREA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●OOOO+(COMB: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

OOOOO+(EMP: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Érudition

●●●OO+(REA: 5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Magience

OOOOO+(REA: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

●●●●●+(EMP: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthèn Mys.

OOOOO+(EMP: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultisme

OOOOO+(REA: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

●OOOO+(REA: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Prayer

OOOOO+(CONV: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

OOOOO+(COMB: 1)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Relation

●●●OO+(EMP: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Performance

●●●OO+(CREA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

OOOOO+(REA: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

OOOOO+(COMB: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Travel

●●●●●+(EMP: 4)

Bonus: Malus:

Disc: Side Roads (Varigal) **6**

Disc: Orientation **6**

Disc:

# Weapons



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

Potential: 2

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 2/1 Def: 14 Spd: 6
- ⊕ Offensive  
Atk: 4/3 Def: 12 Spd: 6
- ⊕ Defensive  
Atk: 0/-1 Def: 16 Spd: 6
- ⊕ Quick  
Atk: 2/1 Def: 12 Spd: 8
- ⊕ Movement  
Atk: 0/0 Def: 16 Spd: 6

# Defense :

00000 00000

# Speed:

00000




# Armor:



# Equipment

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

# 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:

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

# 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: Reizh - Region of Crail and Leacach - Rural

Social class: Peasant

Setbacks: Violence - Solitude

Fils de marchands itinérants, se retrouve seul et ruiné après l'attaque de sa caravane par des bandits des grands chemins . Se tourné naturellement vers le métier de héraut/coursier se servant de ses aptitudes et relations acquises après des années de voyages sur les routes

## Mental health

Mental Resistance: 5

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

Disorder: *Mélancolie*

Str./Weak:

Scarring :

Special Ability:



## Personnality

Conscience : 6

Instinct : 5

Orientation : *Rationnelle*

Character traits : *Quality : Free*

*Flaw : Abstraction*

## Faults

*Passion : 1*

*Subversion : 4*

*Influence : 4*

*Doubt : 5*

*Guilt : 1*

## Experience Points

Reste : 0

Total : 100

Highlights : *Famille décédée dans une attaque de brigands*

