

# 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 00000
Critical	-3 00000
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:

### Erudition

●●●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:

### Occultism

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 :

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# 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  
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# 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

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*

