

Ombres d'Esteren

Character Sheet

Name: **Neer**

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

Lettre

Disadvantages

Weak Mind

Trauma

Health Condition

Good 000000

Okay -1 000000

Bad -2 00000

Critical -3 00000

Agony 0



Stamina: **11**

Survival: **3**

Domains & Disciplines

Craft

000000+(CREA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

Close Combat

000000+(COMB: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

Stealth

000000+(EMP: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

Érudition

000000+(REA: 5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

Magience

000000+(REA: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

Natural env.

000000+(EMP: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

Demorthen Mys.

000000+(EMP: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

Occultisme

000000+(REA: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

Perception

000000+(REA: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

Prayer

000000+(CONV: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

Feats

000000+(COMB: 1)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

Relation

000000+(EMP: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

Performance

000000+(CREA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

Science

000000+(REA: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

Shooting & throw.

000000+(COMB: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

Travel

000000+(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:

000000 000000

Speed:

000000

Armor:



Equipment



Treasure

0



Ember

0



Azure

0



Frost

Valuables



Artifacts



Combat arts



Resources

00000 00000 00000

00000 00000 00000

00000 00000 00000

Rindath

Score: 9 / 9



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: 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

