

Ombres d'Esteren

CHARACTER SHEET

Name: **Dédé** Player: _____
 Sex: **F** Age: **16** Ethnicity: **Tri-Kazel** Profession: **Physician**
 Description: _____

Ways

Combativeness: **3**
 Empathy: **2**
 Creativity: **4**
 Reason: **5**
 Conviction: **1**

Advantages

Disadvantages

Health Condition

Good	00000
Okay	-1 00000
Bad	-2 00000
Critical	-3 00000
Agony	0



Stamina: **10**
 Survival: **3**

Domains & Disciplines

Craft

●●●●●○+(CREA:4)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

Close Combat

●○○○○○+(COMB:3)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

Stealth

●○○○○○+(EMP:2)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

Erudition

●●●●●○+(REA:5)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

Magience

●○○○○○+(REA:5)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

Natural env.

●●●●○○+(EMP:2)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

Demorthen Mys.

●●○○○○+(EMP:2)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

Occultism

○○○○○○+(REA:5)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

Perception

●●○○○○+(REA:5)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

Prayer

○○○○○○+(CONV:1)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

Feats

○○○○○○+(COMB:3)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

Relation

●●●○○○+(EMP:2)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

Performance

○○○○○○+(CREA:4)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

Science

●●●●●○+(REA:5)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

Shooting & throw.

○○○○○○+(COMB:3)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

Travel

○○○○○○+(EMP:2)
 Bonus: Malus:
 Disc:
 Disc:
 Disc:

History

Birthplace: Taol-Kaer - Dukedom of Tuaille - Rural

Social class: Craftsman

Setbacks:

Mental health

Mental Resistance: 6

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

Disorder: Hallucination

Str./Weak:

Scarring :

Special Ability:



Personnality

Conscience : 6

Instinct : 7

Orientation : Instinctive

Character traits : Quality : Funny

Flaw : Abstraction

Faults

Passion : 3

Subversion : 4

Influence : 2

Doubt : 5

Guilt : 1

Experience Points

Reste : 10

Total : 100

Highlights :

