

# O<sup>1<sup>st</sup></sup> MBRES d'ESTEREN

## CHARACTER SHEET

Name: Orville Rogers

Player: Logan

Sex: H Age: 29 Ethnicity: Continent

Profession: Investigator

Description: An easily scared investigator

### Ways

Combateness: 2

Empathy: 3

Creativity: 5

Reason: 2

Conviction: 3

### Advantages

Nimble

Quick

Survival Instinct

Keen Taste

### Disadvantages

Enemy

Phobia

Anosmia

### Health Condition

Good 000000

Okay -1 000000

Bad -2 00000

Critical -3 00000

Agony 0



Stamina: 10

Survival: 4

## Domains & Disciplines

### Craft

●●●●●+(CREA:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●●●●●+(COMB:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

●●●●●+(EMP:3)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Érudition

●●●●●+(REA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

●●●●●+(REA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

●●●●●+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthen Mys.

●●●●●+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultisme

●●●●●+(REA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

●●●●●+(REA:2)

Bonus: +1 Malus: -1

Disc: Observation 6

Disc: Alertness 6

Disc:

### Prayer

●●●●●+(CONV:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

●●●●●+(COMB:2)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Relation

●●●●●+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Performance

●●●●●+(CREA:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

●●●●●+(REA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

●●●●●+(COMB:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Travel

●●●●●+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:





## Weapons

Dagger, knife, dirk      dmg: 1

Staff                      dmg: 2

\_\_\_\_\_                      dmg: \_\_\_\_\_

\_\_\_\_\_                      dmg: \_\_\_\_\_

\_\_\_\_\_                      dmg: \_\_\_\_\_

Potential: 3

## Combat attitudes

CàC/Tir

⊕ Standard  
Atk: 3/5 Def: 11 Spd: 6

⊕ Offensive  
Atk: 6/8 Def: 8 Spd: 6

⊕ Defensive  
Atk: 0/2 Def: 14 Spd: 6

⊕ Quick  
Atk: 3/5 Def: 8 Spd: 9

⊕ Movement  
Atk: 0/0 Def: 14 Spd: 6

## Defense :

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## Speed:

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## Armor:

Continental cuirass (3)



## ⊕ Equipment

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## ⊕ Treasure

0  Ember

0  Azure

0  Frost

## Valuables

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\_\_\_\_\_

\_\_\_\_\_

## ⊕ Artifacts

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## ⊕ Combat arts

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\_\_\_\_\_

\_\_\_\_\_

## ⊕ Resources

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## Rindath

Score : 10 / 10



## Ogham:



## Exaltation

Score : 9 / 9



## ❄ Major miracles:

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\_\_\_\_\_

## ❄ Minor miracles:

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\_\_\_\_\_

\_\_\_\_\_

## Flux



### Mineral Flux

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### Vegetal Flux

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### Organic Flux

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### Fossil Flux

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## History

Birthplace: Gwidre - Forest of Whispers - Urbain

Social class: Middle class

Setbacks: Tragic Love - Solitude

From a middle class family, Orville decided to turn away from his family's climbing reputation to travel the world with his friends. For years, his friends were skilled investigators as he tagged along, enjoying the experience and soul searching. The last investigation they went on together didn't go as planned; leaving Orville as the lone survivor. He's still trying to find himself and uphold his friend's legacy.

## Mental health

Mental Resistance: 8

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

Disorder: Hallucination

Str./Weak:

Scarring :

Special Ability:



## Personnality

Conscience : 5

Instinct : 7

Orientation : Instinctive

Character traits : Quality : Inventive

Flaw : Cowardly

## Faults

Passion : 2

Subversion : 5

Influence : 3

Doubt : 2

Guilt : 3

## Experience Points

Reste : 20

Total : 100

Highlights : Left middle class family for soul searching. Traveled the land. Friends' deaths. Trying to move forward.

