

# Ombres d'Esteren

## CHARACTER SHEET

Name: **Nedwyr**

Player: **Phil**

Sex: **H** Age: **26** Ethnicity: **Tri-Kazel**

Profession: **Varigal**

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

### Ways

Combativeness: **3**

Empathy: **5**

Creativity: **4**

Reason: **2**

Conviction: **1**

### Advantages

Intuitive

Survival Instinct

### Disadvantages

Addiction

### Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: **9**

Survival: **4**

## Domains & Disciplines

### Craft

●●○○○+(CREA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●●●○○+(COMB: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

○○○○○+(EMP: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Érudition

●○○○○+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

○○○○○+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

●●●●●+(EMP: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthèn Mys.

○○○○○+(EMP: 5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Occultisme

○○○○○+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

●●○○○+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Prayer

○○○○○+(CONV: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

●●○○○+(COMB: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Relation

●●●○○+(EMP: 5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Performance

○○○○○+(CREA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

○○○○○+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

○○○○○+(COMB: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Travel

●●●●●+(EMP: 5)

Bonus: +1 Malus:

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

Disc: Signs (Varigal) **6**

Disc:

# Weapons



Francisca      dmg: 2  
 Carath        dmg: 2  
 \_\_\_\_\_    dmg:  
 \_\_\_\_\_    dmg:  
 \_\_\_\_\_    dmg:

Potential: 2

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 6/3 Def: 12 Spd: 8
- ⊕ Offensive  
Atk: 8/5 Def: 10 Spd: 8
- ⊕ Defensive  
Atk: 4/1 Def: 14 Spd: 8
- ⊕ Quick  
Atk: 6/3 Def: 10 Spd: 10
- ⊕ Movement  
Atk: 0/0 Def: 14 Spd: 8

# Defense:

00000 00000

# Speed:

00000

# Armor:

Leather tunic (1)



# Equipment

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

# Treasure

- 0 Ember
- 0 Azure
- 0 Frost

# Valuables

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

# Artifacts

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

# Combat arts

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

# Resources

00000 00000 00000  
 00000 00000 00000  
 00000 00000 00000

# Rindath



Score: 12 / 12

# 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: Taol-Kaer - Dukedom of Kel Loar - Rural

Social class: Craftsman

Setbacks: Rumor - Violence

## Mental health

Mental Resistance: 6

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

Disorder: *Mélancolie*

Str./Weak:

Scarring :

Special Ability:



## Personnality

Conscience : 3

Instinct : 7

Orientation : *Instinctive*

Character traits : *Quality : Independant*

*Flaw : Inconsistent*

## Faults

Passion : 3

Subversion : 4

Influence : 5

Doubt : 2

Guilt : 1

## Experience Points

Reste : 0

Total : 100

Highlights :

