

O¹³MBRES d'ESTEREN

CHARACTER SHEET

Name: **Marick van Hilfen**

Player: **Moa**

Sex: **H** Age: **24** Ethnicity: **Tri-Kazel**

Profession: **Ranged Fighter**

Description: **1m75, 72 kg, athlétique, brun aux yeux noirs.**

Ways

Combactiveness: **3**

Empathy: **2**

Creativity: **2**

Reason: **3**

Conviction: **5**

Advantages

Bonne vue x2

Nimble

Disadvantages

Enemy

Fragile

Sickly

Health Condition

Good 000000

Okay -1 00000

Bad -2 00000

Critical -3 00000

Agony 0



Stamina: **8**

Survival: **2**

Domains & Disciplines

Craft

000000+(CREA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

Close Combat

000000+(COMB:3)

Bonus: Malus:

Disc:

Disc:

Disc:

Stealth

000000+(EMP:2)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

Erudition

000000+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

Magience

000000+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

Natural env.

000000+(EMP:2)

Bonus: Malus:

Disc:

Disc:

Disc:

Demorthen Mys.

000000+(EMP:2)

Bonus: Malus:

Disc:

Disc:

Disc:

Occultisme

000000+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

Perception

000000+(REA:3)

Bonus: +2 Malus:

Disc:

Disc:

Disc:

Prayer

000000+(CONV:5)

Bonus: Malus:

Disc:

Disc:

Disc:

Feats

000000+(COMB:3)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

Relation

000000+(EMP:2)

Bonus: Malus:

Disc:

Disc:

Disc:

Performance

000000+(CREA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

Science

000000+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

Shooting & throw.

000000+(COMB:3)

Bonus: +2 Malus:

Disc: Crossbows 6

Disc: Artifact Fighting 6

Disc:

Travel

000000+(EMP:2)

Bonus: Malus:

Disc:

Disc:

Disc:



Weapons

Dagger, knife, dirk dmg: 1

Crossbow dmg: 2

_____ dmg: _____

_____ dmg: _____

_____ dmg: _____

Potential: 2

Combat attitudes

CàC/Tir

⊗ Standard
Atk: 4/10 Def: 11 Spd: 5

⊗ Offensive
Atk: 6/12 Def: 9 Spd: 5

⊗ Defensive
Atk: 2/8 Def: 13 Spd: 5

⊗ Quick
Atk: 4/10 Def: 9 Spd: 7

⊗ Movement
Atk: 0/0 Def: 13 Spd: 5

Defense :

000000 000000

Speed:

000000

Armor:

Leather tunic (1)



⊗ Equipment

⊗ Treasure

0  Ember

0  Azure

0  Frost

Valuables

⊗ Artifacts

⊗ Combat arts

Archery

⊗ Resources

00000 00000 00000

00000 00000 00000

00000 00000 00000

Rindath

Score : 7 / 7



Ogham:



Exaltation

Score : 15 / 15



 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 Sedl - Urbain

Social class: Nobility

Setbacks: Illness

Mental health

Mental Resistance: 10

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

Disorder: Paranoïa

Str./Weak:

Scarring :

Special Ability:



Personnality

Conscience : 8

Instinct : 5

Orientation : Rationnelle

Character traits : Quality : Cool-headed

Flaw : Insensitive

Faults

Passion : 3

Subversion : 2

Influence : 2

Doubt : 3

Guilt : 5

Experience Points

Reste : 0

Total : 100

Highlights : Enfant, Marick a survécu à la peste mortelle qui décima la ville où se trouve le château de sa famille. Il en a conservé une fragilité qui lui imposa de se réorienter vers le combat à distance, puisqu'il ne voulait pas abandonner le métier des armes, à la grande fierté des survivants de sa famille.

