

Ombres d'Esteren

CHARACTER SHEET

Name: Fynn Player: _____
 Sex: H Age: 28 Ethnicity: Tri-Kazel Profession: Bard
 Description: Brown hair, unshaven face, wears a worn out leather doublet

Ways

Combativeness: 2
 Empathy: 5
 Creativity: 4
 Reason: 2
 Conviction: 2

Advantages

Charismatic
 Strong Mind

Disadvantages

Addiction
 Trauma

Health Condition

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



Stamina: 8
 Survival: 3

Domains & Disciplines

Craft

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

Close Combat

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

Stealth

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

Erudition

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

Magience

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

Natural env.

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

Demorthen Mys.

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

Occultism

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

Perception

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

Prayer

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

Feats

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

Relation

●●●●●+(EMP: 5)
 Bonus: +1 Malus:
 Disc: Diplomacy 6
 Disc:
 Disc:

Performance

●●●●●+(CREA: 4)
 Bonus: +1 Malus:
 Disc: Acting 6
 Disc:
 Disc:

Science

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

Shooting & throw.

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

Travel

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



Weapons

Dagger, knife, dirk dmg: 1
 Short sword dmg: 2
 Staff dmg: 2
 _____ dmg:
 _____ dmg:

Potential: 2

Combat attitudes

CàC/Tir

- ⊕ Standard
Atk: 5/2 Def: 12 Spd: 7
- ⊕ Offensive
Atk: 7/4 Def: 10 Spd: 7
- ⊕ Defensive
Atk: 3/0 Def: 14 Spd: 7
- ⊕ Quick
Atk: 5/2 Def: 10 Spd: 9
- ⊕ Movement
Atk: 0/0 Def: 14 Spd: 7

Defense :

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Speed:

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Armor:

Leather tunic (1)



⊕ Equipment

⊕ Treasure

- 0 ⊕ Ember
- 0 ⊕ Azure
- 0 ⊕ Frost

Valuables

⊕ Artifacts

⊕ Combat arts

⊕ Resources

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Rindath



Score: 11 / 11

Ogham:

⊕ _____
 ⊕ _____
 ⊕ _____
 ⊕ _____
 ⊕ _____
 ⊕ _____

Exaltation



Score: 6 / 6

⊕ Major miracles:

⊕ Minor miracles:

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: Taol-Kaer - Dukedom of Tulg - Rural

Social class: Craftsman

Setbacks: Wound - Violence

Born into a family of craftsmen. As a teenager, he decided to leave his hometown and the family business and go out into the world. He became a member of a traveling circus. After a year he left the circus to strike out on his own. He was hired as a bard by a nobleman. After the mysterious death of him and his family, Flynn returned back home. (Since leaving the family business, he is treated as the black sheep of the family)

Mental health

Mental Resistance: 8

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

Disorder: **Hallucination**

Str./Weak:

Scarring :

Special Ability:



Personnality

Conscience : 4

Instinct : 6

Orientation : *Instinctive*

Character traits : **Quality : Level-headed**

Flaw : Inconsistent

Faults

Passion : 2

Subversion : 4

Influence : 5

Doubt : 2

Guilt : 2

Experience Points

Reste : 20

Total : 100

Highlights : Rumor has it that Flynn help by the nobleman's murder. In any case, this is apparently also the reason why he started drinking

