

O¹³MBRES d'ESTEREN

CHARACTER SHEET

Name: Flynn

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 000000

Okay -1 000000

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:

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.

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Bonus: Malus:

Disc:

Disc:

Disc:

Occultisme

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Bonus: Malus:

Disc:

Disc:

Disc:

Perception

●●○○○○○+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

Prayer

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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

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Bonus: Malus:

Disc:

Disc:

Disc:

Shooting & throw.

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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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00000 00000 00000

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

