

# Ombres d'Esteren

## CHARACTER SHEET

Name: Maxwell Player: \_\_\_\_\_  
 Sex: H Age: 24 Ethnicity: Tri-Kazel Profession: Craftsman  
 Description: \_\_\_\_\_

### Ways

Combativeness: 3  
 Empathy: 5  
 Creativity: 3  
 Reason: 3  
 Conviction: 1

### Advantages

Charismatic  
 Strong Mind

### Disadvantages

Awkward  
 Trauma

### Health Condition

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



Stamina: 9  
 Survival: 3

## Domains & Disciplines

### Craft

●●●●●+(CREA:3)  
 Bonus: Malus:  
 Disc: Smithing 6  
 Disc: Locksmithing 6  
 Disc:

### Close Combat

●●●●○+(COMB:3)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Stealth

●●○○○+(EMP:5)  
 Bonus: Malus: ~1  
 Disc:  
 Disc:  
 Disc:

### Erudition

○○○○○+(REA:3)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Magience

○○○○○+(REA:3)  
 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:3)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Perception

●○○○○+(REA:3)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Prayer

○○○○○+(CONV:1)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Feats

○○○○○+(COMB:3)  
 Bonus: Malus: ~1  
 Disc:  
 Disc:  
 Disc:

### Relation

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

### Performance

●●○○○+(CREA:3)  
 Bonus: +1 Malus:  
 Disc:  
 Disc:  
 Disc:

### Science

○○○○○+(REA:3)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Shooting & throw.

●●○○○+(COMB:3)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Travel

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



# Weapons

- Dagger, knife, dirk      dmg: 1
- Sling                              dmg: 1
- Craftsman's hammer      dmg: 2
- Short sword                      dmg: 2
- \_\_\_\_\_                              dmg:

Potential: 2

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 7/5 Def: 12 Spd: 8
- ⊕ Offensive  
Atk: 9/7 Def: 10 Spd: 8
- ⊕ Defensive  
Atk: 5/3 Def: 14 Spd: 8
- ⊕ Quick  
Atk: 7/5 Def: 10 Spd: 10
- ⊕ Movement  
Atk: 0/0 Def: 14 Spd: 8

# Defense :

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# Speed:

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# Armor:

Leather tunic (1)



# ⊕ Equipment

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# ⊕ Treasure

0      ⊕ Ember

0      ⊕ Azure

0      ⊕ Frost

# Valuables

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# ⊕ Artifacts

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# ⊕ Combat arts

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# ⊕ Resources

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# Rindath

Score: 11 / 11



# Ogham:



# Exaltation

Score: 3 / 3



# ⊕ 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: Taol-Kaer - Dukedom of Tulg - Urbain

Social class: Craftsman

Setbacks: Illness

Son of the local blacksmith. he is bored of his job and dreams of adventures. He will take the first opportunity to get away from home and into the wild. he survived the yellow plague

# Mental health

Mental Resistance: 7

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

Disorder: **Hallucination**

Str./Weak:

Scarring :

Special Ability:



# Personnality

Conscience : 4

Instinct : 6

Orientation : *Instinctive*

Character traits : *Quality : Free*

*Flaw : Inconstant*

# Faults

Passion : 3

Subversion : 3

Influence : 5

Doubt : 3

Guilt : 1

# Experience Points

Reste : 20

Total : 100

Highlights :

