

O¹³MBRES d'ESTEREN

CHARACTER SHEET

Name: Cormag

Player: _____

Sex: H Age: 18 Ethnicity: Tri-Kazel

Profession: Fighter

Description: Jeune guerrier

Ways

Combateness: 4

Empathy: 1

Creativity: 5

Reason: 3

Conviction: 2

Advantages

Strong

Disadvantages

Health Condition

Good 000000

Okay -1 000000

Bad -2 00000

Critical -3 00000

Agony 0



Stamina: 10

Survival: 3

Domains & Disciplines

Craft

●●●○○○+(CREA: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

Magience

○○○○○○○+(REA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

Perception

○○○○○○○+(REA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

Performance

○○○○○○○+(CREA: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

Close Combat

●●●●●●○+(COMB: 4)

Bonus: +1 Malus:

Disc: Axes

6

Disc:

Disc:

Natural env.

●○○○○○○○+(EMP: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

Prayer

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Bonus: Malus:

Disc:

Disc:

Disc:

Science

●●○○○○○+(REA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

Stealth

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Bonus: Malus:

Disc:

Disc:

Disc:

Demorthen Mys.

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Bonus: Malus:

Disc:

Disc:

Disc:

Feats

●●○○○○○+(COMB: 4)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

Shooting & throw.

●●●●●●○+(COMB: 4)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

Érudition

●○○○○○○○+(REA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

Occultisme

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Bonus: Malus:

Disc:

Disc:

Disc:

Relation

○○○○○○○+(EMP: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

Travel

○○○○○○○+(EMP: 1)

Bonus: Malus:

Disc:

Disc:

Disc:



Weapons

Bow dmg: 2

Battleaxe dmg: 3

dmg:

dmg:

dmg:

Potential: 3

Combat attitudes

CàC/Tir

⊕ Standard
Atk: 10/10 Def: 9 Spd: 5

⊕ Offensive
Atk: 13/13 Def: 6 Spd: 5

⊕ Defensive
Atk: 7/7 Def: 12 Spd: 5

⊕ Quick
Atk: 10/10 Def: 6 Spd: 8

⊕ Movement
Atk: 0/0 Def: 12 Spd: 5

Defense:

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Speed:

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Armor:

Round shield (1)

Leather tunic (1)



⊕ Equipment

⊕ Treasure

0  Ember

0  Azure

0  Frost

Valuables

⊕ Artifacts

⊕ Combat arts

Parry

Archery

⊕ Resources

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Rindath

Score: 10 / 10




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:

Ce jeune guerrier est revenu dans sa campagne pour vendre ses services aux caravanes.

Mental health

Mental Resistance: 7

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

Disorder: Paranoïa

Str./Weak:

Scarring :

Special Ability:



Personnality

Conscience : 5

Instinct : 9

Orientation : Instinctive

Character traits : Quality : Pugnacious

Flaw : Uncommunicative

Faults

Passion : 4

Subversion : 5

Influence : 1

Doubt : 3

Guilt : 2

Experience Points

Reste : 0

Total : 100

Highlights : Il dit avoir rencontrer un féond un jour lors d'une patrouille.

