

# Ombres d'Esteren

## CHARACTER SHEET

Name: **Derulth**

Player: **PI**

Sex: **H** Age: **23** Ethnicity: **Tri-Kazel**

Profession: **Merchant**

Description: \_\_\_\_\_

### Ways

Combativeness: **3**

Empathy: **5**

Creativity: **3**

Reason: **3**

Conviction: **1**

### Advantages

Financial Ease **2**

### Disadvantages

Limp

### Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: **10**

Survival: **3**

## Domains & Disciplines

### Craft

●●●●○+(CREA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●○○○○+(COMB: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

○○○○○+(EMP: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Érudition

●●●○○+(REA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

○○○○○+(REA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

●●○○○+(EMP: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthèn Mys.

○○○○○+(EMP: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultisme

○○○○○+(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:

Disc:

Disc:

Disc:

### Relation

●●●●●+(EMP: 5)

Bonus: Malus:

Disc: Charm **6**

Disc: Persuasion **6**

Disc:

### Performance

●○○○○+(CREA: 3)

Bonus: 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  
 \_\_\_\_\_      dmg:  
 \_\_\_\_\_      dmg:  
 \_\_\_\_\_      dmg:  
 \_\_\_\_\_      dmg:

Potential: 2

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 4/3 Def: 12 Spd: 7
- ⊕ Offensive  
Atk: 6/5 Def: 10 Spd: 7
- ⊕ Defensive  
Atk: 2/1 Def: 14 Spd: 7
- ⊕ Quick  
Atk: 4/3 Def: 10 Spd: 9
- ⊕ Movement  
Atk: 0/0 Def: 14 Spd: 7

# Defense :

00000 00000

# Speed:

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# Armor:



# Equipment

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 \_\_\_\_\_  
 \_\_\_\_\_  
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 \_\_\_\_\_  
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 \_\_\_\_\_

# Treasure

- 0 Ember
- 0 Azure
- 5 Frost

# Valuables

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# Artifacts

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# Combat arts

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# Resources

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 00000 00000 00000  
 00000 00000 00000

# Rindath

Score: 11 / 11



# Ogham:



# Exaltation

Score: 3 / 3



# Major miracles:

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 \_\_\_\_\_  
 \_\_\_\_\_

# 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 Osta-Baille - Urbain

Social class: Craftsman

Setbacks: Rumor

## Mental health

Mental Resistance: 6

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

Disorder: *Hystérie*

Str./Weak:

Scarring :

Special Ability:



## Personnality

Conscience : 4

Instinct : 6

Orientation : *Instinctive*

Character traits : *Quality : Intuitive*

*Flaw : Immoral*

## Faults

Passion : 3

Subversion : 3

Influence : 5

Doubt : 3

Guilt : 1

## Experience Points

Reste : 10

Total : 100

Highlights :

