

# Ombres d'Esteren

## CHARACTER SHEET

Name: **Fitz**

Player: **Tom**

Sex: **H** Age: **24** Ethnicity: **Continent**

Profession: **Hunter**

Description: **Maigre, cheveux long et brun.**

### Ways

Combativeness: **5**

Empathy: **3**

Creativity: **3**

Reason: **2**

Conviction: **2**

### Advantages

### Disadvantages

### Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: **9**

Survival: **3**

## Domains & Disciplines

### Craft

●●○○○+(CREA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●●●○○+(COMB: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

●○○○○+(EMP: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Érudition

○○○○○+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

○○○○○+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

●●●●●+(EMP: 3)

Bonus: Malus:

Disc: Animal Training 6

Disc: Tracking 6

Disc:

### Demorthèn Mys.

○○○○○+(EMP: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultisme

○○○○○+(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: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Relation

○○○○○+(EMP: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Performance

○○○○○+(CREA: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

●○○○○+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

●●●○○+(COMB: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Travel

●○○○○+(EMP: 3)

Bonus: Malus:

Disc:

Disc:

Disc:



## History

Birthplace: Taol-Kaer - Dukedom of Osta-Baille - Rural

Social class: Craftsman

Setbacks: Wound

Unique fils et désormais orphelin, Fitz à appris l'hebenisterie par son père. A sa mort, et n'ayant pas su garder l'atelier paternel, il partit subvenir à ses besoins dans la nature. C'est ainsi qu'il devins chasseur.

## Mental health

Mental Resistance: 7

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

Disorder: **Confusion mentale** Str./Weak:

Scarring : Special Ability:



## Personnality

Conscience : 4    Instinct : 8    Orientation : *Instinctive*

Character traits : **Quality : Combative**

**Flaw : Daring**

## Faults

**Passion : 5**

**Subversion : 3**

**Influence : 3**

**Doubt : 2**

**Guilt : 2**

## Experience Points

Reste : 50

Total : 100

Highlights : Orphelin et troublé par des visions de flammes vertes.

