

# Ombres d'Esteren

## CHARACTER SHEET

Name: Cormag Player: \_\_\_\_\_  
 Sex: H Age: 18 Ethnicity: Tri-Kazel Profession: Physician  
 Description: Jeune médecin aventuroux

### Ways

Combativeness: 2  
 Empathy: 4  
 Creativity: 3  
 Reason: 5  
 Conviction: 1

### Advantages

Financial Ease 2  
 Smart  
 Lettré  
 Disadvantages  
 Feeble  
 Weak  
 Obtuse

### 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:  
 Disc:  
 Disc:

### Close Combat

●○○○○+(COMB: 2)  
 Bonus: Malus: ~1  
 Disc:  
 Disc:  
 Disc:

### Stealth

●○○○○+(EMP: 4)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Erudition

●●●●●+(REA: 5)  
 Bonus: +1 Malus:  
 Disc: Magientist Principles 6  
 Disc:  
 Disc:

### Magience

○○○○○+(REA: 5)  
 Bonus: +1 Malus:  
 Disc:  
 Disc:  
 Disc:

### Natural env.

●●●○○+(EMP: 4)  
 Bonus: Malus:  
 Disc:  
 Disc:  
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### Demorthèn Mys.

●○○○○+(EMP: 4)  
 Bonus: Malus: ~1  
 Disc:  
 Disc:  
 Disc:

### Occultism

●○○○○+(REA: 5)  
 Bonus: +1 Malus:  
 Disc:  
 Disc:  
 Disc:

### Perception

●○○○○+(REA: 5)  
 Bonus: Malus:  
 Disc:  
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### Prayer

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

### Feats

●●○○○+(COMB: 2)  
 Bonus: Malus: ~2  
 Disc:  
 Disc:  
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### Relation

○○○○○+(EMP: 4)  
 Bonus: Malus: ~1  
 Disc:  
 Disc:  
 Disc:

### Performance

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

### Science

●●●●●+(REA: 5)  
 Bonus: +1 Malus:  
 Disc: Medicine 6  
 Disc:  
 Disc:

### Shooting & throw.

○○○○○+(COMB: 2)  
 Bonus: Malus: ~1  
 Disc:  
 Disc:  
 Disc:

### Travel

●○○○○+(EMP: 4)  
 Bonus: Malus: ~1  
 Disc:  
 Disc:  
 Disc:



# Weapons

Dagger, knife, dirk      dmg: 1  
 Staff                      dmg: 2  
 \_\_\_\_\_                dmg:  
 \_\_\_\_\_                dmg:  
 \_\_\_\_\_                dmg:

Potential: 2

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 2/1 Def: 14 Spd: 6
- ⊕ Offensive  
Atk: 4/3 Def: 12 Spd: 6
- ⊕ Defensive  
Atk: 0/-1 Def: 16 Spd: 6
- ⊕ Quick  
Atk: 2/1 Def: 12 Spd: 8
- ⊕ Movement  
Atk: 0/0 Def: 16 Spd: 6

# Defense :

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# Speed:

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# Armor:



# ⊕ Equipment

Vêtements \_\_\_\_\_

un jour de rations \_\_\_\_\_

couverture \_\_\_\_\_

trousse médicale \_\_\_\_\_

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# ⊕ Treasure

0      ⊕ Ember

0      ⊕ Azure

5      ⊕ Frost

# Valuables

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# ⊕ Artifacts

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# ⊕ Combat arts

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# ⊕ Resources

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# Rindath

Score: 9 / 9



# 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: Gwidre - Region of Gorm Caladh - Rural

Social class: Craftsman

Setbacks:

Le service d'ost fut long pour Cormag l'intellectuel. Il trouva une utilité en tant que médecin qu'il put mettre en œuvre une fois dans son groupe d'aventuriers.

# Mental health

Mental Resistance: 6

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

Disorder: *Hystérie*

Str./Weak:

Scarring :

Special Ability:



# Personality

Conscience : 6

Instinct : 5

Orientation : *Rationnelle*

Character traits : *Quality : Thoughtful*

*Flaw : Austere*

# Faults

Passion : 2

Subversion : 3

Influence : 4

Doubt : 5

Guilt : 1

# Experience Points

Reste : 0

Total : 100

Highlights : Cormag fit la rencontre dans son enfance d'un type étrange qui se donnait le titre de "magientiste". Cet individu lui expliqua les bases de sa culture et de sa technologie.

