

# Ombres d'Esteren

## CHARACTER SHEET

Name: **Zauriel**

Player: \_\_\_\_\_

Sex: **H** Age: **20** Ethnicity: **Tri-Kazel**

Profession: **Investigator**

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

### Ways

Combativeness: **3**

Empathy: **5**

Creativity: **2**

Reason: **4**

Conviction: **1**

### Advantages

Intuitive

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### Disadvantages

Phobia

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### Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: **10**

Survival: **3**

## Domains & Disciplines

### Craft

●○○○○+(CREA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●●●○○+(COMB: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

●○○○○+(EMP: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Érudition

●●●○○+(REA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

○○○○○+(REA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

●○○○○+(EMP: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthèn Mys.

○○○○○+(EMP: 5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Occultisme

●●●○○+(REA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

●●●●●+(REA: 4)

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: +1 Malus:

Disc:

Disc:

Disc:

### Performance

○○○○○+(CREA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

●●●○○+(REA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

●●○○○+(COMB: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Travel

●●●○○+(EMP: 5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

# Weapons



Bow dmg: 2  
 Short sword dmg: 2  
 \_\_\_\_\_ dmg:  
 \_\_\_\_\_ dmg:  
 \_\_\_\_\_ dmg:

Potential: 2

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 6/5 Def: 14 Spd: 8
- ⊕ Offensive  
Atk: 8/7 Def: 12 Spd: 8
- ⊕ Defensive  
Atk: 4/3 Def: 16 Spd: 8
- ⊕ Quick  
Atk: 6/5 Def: 12 Spd: 10
- ⊕ Movement  
Atk: 0/0 Def: 16 Spd: 8

# Defense :

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# Speed:

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# Armor:

Studded leather tunic (2)



# Equipment

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

# Treasure

- 0 Ember
- 0 Azure
- 0 Frost

# Valuables

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

# Artifacts

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

# Combat arts

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

# Resources

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 00000 00000 00000  
 00000 00000 00000

# Rindath



Score: 10 / 10

# Ogham:

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- 
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- 
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# Exaltation



Score: 3 / 3

# Major miracles:

# Minor miracles:

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

# Flux



## Mineral Flux

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## Vegetal Flux

00000 00000 00000

## Organic Flux

00000 00000 00000

## Fossil Flux

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## History

Birthplace: Reizh - Tri-Swezörs archipelago - Urbain

Social class: Middle class

Setbacks:

## Mental health

Mental Resistance: 6

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

Disorder: **Obsession**

Str./Weak:

Scarring :

Special Ability:



## Personnality

Conscience : 5

Instinct : 5

Orientation : *Instinctive*

Character traits : *Quality : Intuitive*

*Flaw : Opportunistic*

## Faults

Passion : 3

Subversion : 2

Influence : 5

Doubt : 4

Guilt : 1

## Experience Points

Reste : 0

Total : 100

Highlights :

