

Ombres d'Esteren

Feuille de Personnage

Nom : Runa

Joueur : Richard Kovacs

Sexe : F Âge : 22 Peuple : Tarish

Métier : Barde

Description : A taller redhead with a stout build. Although her beauty is more pragmatic, it is still easy to

Voies

Combativité : 3

Empathie : 3

Créativité : 4

Raison : 4

Idéal : 1

Avantages

Belle

Charismatique

Lettree

Désavantages

Dépendance

Ennemi

Pauvre

État de santé

Bon 00000

Moyen -1 00000

Grave -2 0000

Critique -3 0000

Agonie 0



Vigueur : 8

Survie : 3

Domaines & Disciplines

Artisanat

OOOOO+(CRÉA:4)

Bonus : Malus :

Disc :

Disc :

Disc :

Combat au C.

●●●●●+(COMB:3)

Bonus : Malus :

Disc :

Disc :

Disc :

Discrétion

OOOOO+(EMP:3)

Bonus : Malus :

Disc :

Disc :

Disc :

Érudition

OOOOO+(RAI:4)

Bonus : +1 Malus :

Disc :

Disc :

Disc :

Magie

OOOOO+(RAI:4)

Bonus : Malus :

Disc :

Disc :

Disc :

Milieu Naturel

●OOOO+(EMP:3)

Bonus : Malus :

Disc :

Disc :

Disc :

Mys. Demorthèn

OOOOO+(EMP:3)

Bonus : Malus :

Disc :

Disc :

Disc :

Occultisme

OOOOO+(RAI:4)

Bonus : Malus :

Disc :

Disc :

Disc :

Perception

●●OOO+(RAI:4)

Bonus : Malus :

Disc :

Disc :

Disc :

Prière

OOOOO+(IDÉ:1)

Bonus : Malus :

Disc :

Disc :

Disc :

Prouesses

●●●OO+(COMB:3)

Bonus : Malus :

Disc :

Disc :

Disc :

Relation

●●OOO+(EMP:3)

Bonus : +2 Malus :

Disc :

Disc :

Disc :

Représentation

●●●●●+(CRÉA:4)

Bonus : +2 Malus :

Disc : Chant 6

Disc : Danse 6

Disc :

Science

OOOOO+(RAI:4)

Bonus : Malus :

Disc :

Disc :

Disc :

Tir & Lancer

OOOOO+(COMB:3)

Bonus : Malus :

Disc :

Disc :

Disc :

Voyage

●●●OO+(EMP:3)

Bonus : Malus :

Disc :

Disc :

Disc :



Armes

Dague, poignard, couteau dom : 1
 Bâton dom : 2
 _____ dom :
 _____ dom :
 _____ dom :

Potentiel : 2

Attitudes de combat

CàC/Tir

- ⊕ Standard
Att : 8/3 Def : 12 Rap : 6
- ⊕ Offensive
Att : 10/5 Def : 10 Rap : 6
- ⊕ Défensive
Att : 6/1 Def : 14 Rap : 6
- ⊕ Rapide
Att : 8/3 Def : 10 Rap : 8
- ⊕ Mouvement
Att : 0/0 Def : 14 Rap : 6

Défense :

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Rapidité :

00000

Armures :

Cotte de cuir (1)



⊕ Équipement

⊕ Trésor

- 0  Braise
- 0  Azur
- 0  Givre

Objets précieux

⊕ Artefact

⊕ Arts de combat

Parade

⊕ Ressources

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 00000 00000 00000
 00000 00000 00000

Rindath



Score : 10 / 10

Ogham :



Exaltation



Score : 3 / 3

⊕ Miracles majeurs :

⊕ Miracles mineurs :

Flux



- Flux minéral
00000 00000 00000
- Flux végétal
00000 00000 00000
- Flux organique
00000 00000 00000
- Flux fossile
00000 00000 00000



🌀 Histoire

Lieu de naissance : Gwidre - Forêt des Murmures - Rural

Classe sociale : Paysan

Revers : Maladie

Although her people called themselves nomads at a time, circumstances brought her family to a peasant's lot in demense of some lord whose name Runa can't even remember anymore. Although originally born to a life with little aspirations, having both parents tied by fatal contract to the land they toiled upon, it changed when a sickness caught her at the age of twelve, just coming into her womanhood. It seemed almost that she'd become one of the numerous nameless victims of the sicknesses that plagued the lands of the poor while nobility sat comfortable in their castles, she survived. Not without scars, mind you. Fourteen at the time the sickness finally passed from her bones, just the right age for a rebellious mind. Her dance with death, a dance where she almost fell into the cold embrace of(...)

🌀 Santé mentale

Résistance mentale : 6

	Équilibre	Symptôme	Syndrome	Folie
TRAUMA :	●●○○○	○○○○○	○○○○○	○○○○○
Endurcissement :	○○○○○	○○○○○	○○○○○	○○○○○

Désordre : Hallucination

Acc./Aff. :

Séquelles :

Aptitude Spé. :



🌀 Personnalité

Conscience : 5

Instinct : 7

Orientation : Instinctive

Traits de caractère : Qualité : Libre

Défaut : Indisciplinée

🌀 Travers

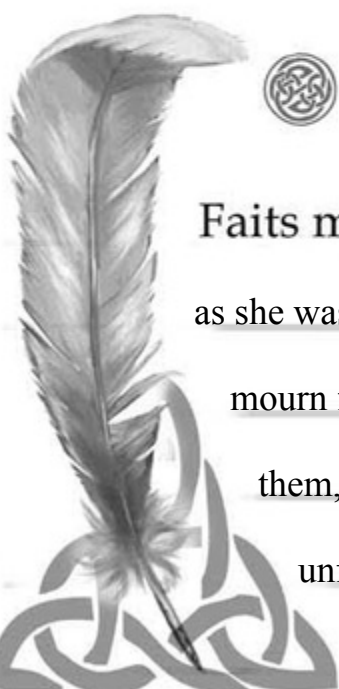
Passion : 3

Subversion : 4

Émotivité : 3

Doute : 4

Culpabilité : 1



🌀 Points d'Expérience : Reste : 5 Total : 100

Faits marquants : In essence, she is an escaped serf. However, her lord would have little reason to worry about her as she was more than useless in the village. Her family is unlikely to miss her, as her dance with death already had them mourn for her, and her survival did not exactly bring back their innocent little girl. The knights however. She robbed them, humiliated them and fooled them. They have more reason to hunt her down, seeing she often sings of their unfortunate evening. In essence, all Runa wants is for her name to be remembered forever.