

# Les Ombres d'Esteren

## Feuille de Personnage

Nom : **Ros Eimhin**

Joueur : **David**

Sexe : **H** Âge : **26** Peuple : **Tri-Kazel**

Métier : **Smuggler**

Description : Short, slender build. Bald and cleanshaven, with dark skin and eyes. Scarring around the back of

### Voies

Combativité : **3**

Empathie : **5**

Créativité : **1**

Raison : **4**

Idéal : **2**

### Avantages

Leste

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### Désavantages

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### État de santé

Bon 00000

Moyen -1 00000

Grave -2 0000

Critique -3 0000

Agonie 0



Vigueur : **10**

Survie : **3**

## Domaines & Disciplines

### Artisanat

00000+(CRÉA:1)

Bonus : Malus :

Disc :

Disc :

Disc :

### Combat au C.

00000+(COMB:3)

Bonus : Malus :

Disc :

Disc :

Disc :

### Discretion

00000+(EMP:5)

Bonus : +1 Malus :

Disc : Furtivité

6

Disc :

Disc :

### Érudition

00000+(RAI:4)

Bonus : Malus :

Disc :

Disc :

Disc :

### Magience

00000+(RAI:4)

Bonus : Malus :

Disc :

Disc :

Disc :

### Milieu Naturel

00000+(EMP:5)

Bonus : Malus :

Disc : Survie

6

Disc :

Disc :

### Mys. Demorthèn

00000+(EMP:5)

Bonus : Malus :

Disc :

Disc :

Disc :

### Occultisme

00000+(RAI:4)

Bonus : Malus :

Disc :

Disc :

Disc :

### Perception

00000+(RAI:4)

Bonus : Malus :

Disc :

Disc :

Disc :

### Prière

00000+(IDÉ:2)

Bonus : Malus :

Disc :

Disc :

Disc :

### Prouesses

00000+(COMB:3)

Bonus : +1 Malus :

Disc :

Disc :

Disc :

### Relation

00000+(EMP:5)

Bonus : Malus :

Disc :

Disc :

Disc :

### Représentation

00000+(CRÉA:1)

Bonus : Malus :

Disc :

Disc :

Disc :

### Science

00000+(RAI:4)

Bonus : Malus :

Disc :

Disc :

Disc :

### Tir & Lancer

00000+(COMB:3)

Bonus : Malus :

Disc :

Disc :

Disc :

### Voyage

00000+(EMP:5)

Bonus : Malus :

Disc :

Disc :

Disc :

## Armes



Dague, poignard, couteau dom : 1

Arc dom : 2

Carath dom : 2

dom :

dom :

Potentiel : 1

## Attitudes de combat

CàC/Tir

⊕ Standard  
Att : 3/6 Def : 15 Rap : 8

⊕ Offensive  
Att : 4/7 Def : 14 Rap : 8

⊕ Défensive  
Att : 2/5 Def : 16 Rap : 8

⊕ Rapide  
Att : 3/6 Def : 14 Rap : 9

⊕ Mouvement  
Att : 0/0 Def : 16 Rap : 8

## Défense :

00000 00000

## Rapidité :

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## Armures :

Cotte de cuir (1)



## ⊕ Équipement

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## ⊕ Trésor

0  Braise

0  Azur

0  Givre

## Objets précieux

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## ⊕ Artefact

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## ⊕ Arts de combat

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## ⊕ Ressources

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## Rindath

Score : 9 / 9




## Ogham :



## Exaltation

Score : 6 / 6




 Miracles majeurs :

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 Miracles mineurs :

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## Flux



Flux minéral  
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Flux végétal  
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Flux organique  
00000 00000 00000

Flux fossile  
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Lieu de naissance : Taol-Kaer - Duché de Dulan - Rural

## Historie

Classe sociale : Paysan

Revers : Rumeur - Amour tragique

He was a hunter, and a child of hunters. His family lived in self-exile, so he lacked the traditional tri-kazelian upbringing. It shows, from time to time, in ignorance of some things other take for granted. As he grew, him and his siblings would often wander, for days at a time. They learned that they could ride on the caravans as they rode into town, and got glimpses of a world far different to the one in the forest. His siblings lost interest after only a few trips, disliking the confusion, and his parents were happy to limit their human contact to brief stops at villages to trade; He, however, was fascinated, and rarely would a month go by without him walking the streets of Mudan. When he was 14, his Mother died, and his father followed soon after. He had no real attachments to his siblings, and so he(...)

## Santé mentale

Résistance mentale : 7

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

Désordre : *Mysticisme*

Acc./Aff. :

Séquelles :

Aptitude Spé. :



## Personnalité

Conscience : 6

Instinct : 4

Orientation : *Rationnelle*

Traits de caractère : *Qualité : Indépendant*

*Défaut : Austère*

## Travers

*Passion : 3*

*Subversion : 1*

*Émotivité : 5*

*Doute : 4*

*Culpabilité : 2*

Points d'Expérience : Reste : 0 Total : 100

Faits marquants : Hunter, raised away from people. Discovered cities, began spending a bunch of time in them.

Falls in love with a city chick. She's more interested in jewelry than in him, but as long as he keeps buying her things she'll play along. He starts running out of money, going into dept; first starts poaching, then gets strong-armed into smuggling.

She eventually leaves him anyway, but he's now in too deep to leave. Meets a dude who offers him a way out, and takes it. Becomes a varigal.

