

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

Désavantages

État de santé

Bon 0 0 0 0 0

Moyen -1 0 0 0 0 0

Grave -2 0 0 0 0

Critique -3 0 0 0 0

Agonie 0



Vigueur : 10

Survie : 3

Domaines & Disciplines

Artisanat

0 0 0 0 0 + (CRÉA : 1)

Bonus : Malus :

Disc :

Disc :

Disc :

Combat au C.

0 0 0 0 0 + (COMB : 3)

Bonus : Malus :

Disc :

Disc :

Disc :

Discretion

0 0 0 0 0 + (EMP : 5)

Bonus : +1 Malus :

Disc : Furtivité

Mys. Demorthen

0 0 0 0 0 + (EMP : 5)

Bonus : Malus :

Disc :

Disc :

Disc :

Érudition

0 0 0 0 0 + (RAI : 4)

Bonus : Malus :

Disc :

Disc :

Disc :

Occultisme

0 0 0 0 0 + (RAI : 4)

Bonus : Malus :

Disc :

Disc :

Disc :

Perception

0 0 0 0 0 + (RAI : 4)

Bonus : Malus :

Disc :

Disc :

Disc :

Prière

0 0 0 0 0 + (IDÉ : 2)

Bonus : Malus :

Disc :

Disc :

Disc :

Prouesses

0 0 0 0 0 + (COMB : 3)

Bonus : +1 Malus :

Disc :

Disc :

Disc :

Relation

0 0 0 0 0 + (EMP : 5)

Bonus : Malus :

Disc :

Disc :

Disc :

Représentation

0 0 0 0 0 + (CRÉA : 1)

Bonus : Malus :

Disc :

Disc :

Disc :

Science

0 0 0 0 0 + (RAI : 4)

Bonus : Malus :

Disc :

Disc :

Disc :

Tir & Lancer

0 0 0 0 0 + (COMB : 3)

Bonus : Malus :

Disc :

Disc :

Disc :

Voyage

0 0 0 0 0 + (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 :

00000

Armures :

Cotte de cuir (1)



Équipement

Equipment section with 10 horizontal lines for notes.

Trésor

0



Braise

0



Azur

0



Givre

Objets précieux

Artefact

Artefact section with 3 horizontal lines for notes.

Arts de combat

Arts de combat section with 3 horizontal lines for notes.

Ressources

00000 00000 00000

00000 00000 00000

00000 00000 00000

Rindath

Score : 9 / 9



Ogham :

Ogham section with 6 horizontal lines for notes, each preceded by a small stone icon.

Exaltation

Score : 6 / 6



Miracles majeurs :

Miracles majeurs section with 3 horizontal lines for notes.



Miracles mineurs :

Miracles mineurs section with 3 horizontal lines for notes.

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 : Taol-Kaer - Duché de Dûlan - Rural

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

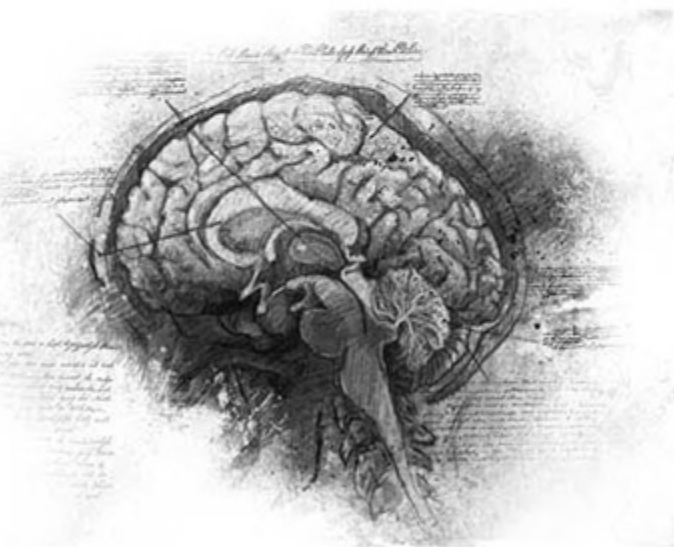
	Équilibre	Symptôme	Syndrome	Folie
TRAUMA :	●●●○○	○○○○○	○○○○○	○○○○○
Endurcissement :	○○○○○	○○○○○	○○○○○	○○○○○

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 jewellery 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.

