

# Ombres d'Esteren

## Feuille de Personnage

Nom : **Cenris**

Joueur : **Patrick**

Sexe : **H** Âge : **21** Peuple : **Continent**

Métier : **Investigateur**

Description : **Investigator/tracker/Survivor Likes archery and science/medicine**

### Voies

Combativité : **4**

Empathie : **3**

Créativité : **2**

Raison : **5**

Idéal : **1**

### Avantages

**Leste**

**Vif d'esprit**

### Désavantages

**Ennemi**

**Pauvre**

### 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 : 2)

Bonus :    Malus :

Disc :

Disc :

Disc :

### Combat au C.

● 0 0 0 0 0 + (COMB : 4)

Bonus :    Malus :

Disc :

Disc :

Disc :

### Discretion

● 0 0 0 0 0 + (EMP : 3)

Bonus : +1    Malus :

Disc :

Disc :

Disc :

### Érudition

0 0 0 0 0 + (RAI : 5)

Bonus :    Malus :

Disc :

Disc :

Disc :

### Magience

0 0 0 0 0 + (RAI : 5)

Bonus : +1    Malus :

Disc :

Disc :

Disc :

### Milieu Naturel

● 0 0 0 0 0 + (EMP : 3)

Bonus :    Malus :

Disc :

Disc :

Disc :

### Mys. Demorthèn

0 0 0 0 0 + (EMP : 3)

Bonus :    Malus :

Disc :

Disc :

Disc :

### Occultisme

0 0 0 0 0 + (RAI : 5)

Bonus : +1    Malus :

Disc :

Disc :

Disc :

### Perception

● ● ● ● ● + (RAI : 5)

Bonus :    Malus :

Disc :

Disc :

Disc :

### Prière

0 0 0 0 0 + (IDÉ : 1)

Bonus :    Malus :

Disc :

Disc :

Disc :

### Prouesses

0 0 0 0 0 + (COMB : 4)

Bonus : +1    Malus :

Disc :

Disc :

Disc :

### Relation

● ● ● ● ● + (EMP : 3)

Bonus :    Malus :

Disc :

Disc :

Disc :

### Représentation

0 0 0 0 0 + (CRÉA : 2)

Bonus :    Malus :

Disc :

Disc :

Disc :

### Science

● ● ● ● ● + (RAI : 5)

Bonus : +1    Malus :

Disc :

Disc :

Disc :

### Tir & Lancer

● ● ● ● ● + (COMB : 4)

Bonus :    Malus :

Disc :

Disc :

Disc :

### Voyage

0 0 0 0 0 + (EMP : 3)

Bonus :    Malus :

Disc :

Disc :

Disc :



## Armes

Arc dom : 2

Épée courte dom : 2

dom :

dom :

dom :

Potentiel : 2

## Attitudes de combat

CàC/Tir

⊕ Standard  
Att : 5/9 Def : 14 Rap : 7

⊕ Offensive  
Att : 7/11 Def : 12 Rap : 7

⊕ Défensive  
Att : 3/7 Def : 16 Rap : 7

⊕ Rapide  
Att : 5/9 Def : 12 Rap : 9

⊕ Mouvement  
Att : 0/0 Def : 16 Rap : 7

## Défense :

00000 00000

## Rapidité :

00000

## Armures :

Cotte de cuir clouté (2)



## ⊕ Équipement

He owns some consumables and trav,(...)

## ⊕ Trésor

0  Braise

0  Azur

0  Givre

## Objets précieux

## ⊕ Artefact

## ⊕ Arts de combat

## ⊕ Ressources

00000 00000 00000

00000 00000 00000

00000 00000 00000

## Rindath

Score : 9 / 9



## 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 : Taol-Kaer - Terres de Déas - Urbain

Classe sociale : Artisan

Revers : Solitude

He was raised somewhere between poor and fed. Most of his life he has spent on his own surviving. Comfortable in the city and woods out of necessity more then choice. Same with people naturally he is a loner and the world has taught him never to trust or to be paranoid but is forced to deal with people to survive. At least he has some skill with people at least in reading them but still rather spend his time in solitude at least he knows he wont stab himself in the back. While alone he studies science and medicine driven by reason and curiosity plus more skills to help him survive. He doubts the direction his life is taking him for he usually has no choice in a quest to survive but he is focused on trying to have a better life. What that life be he does not yet know. Will it be settling down in a(...)

## Santé mentale

Résistance mentale : 6

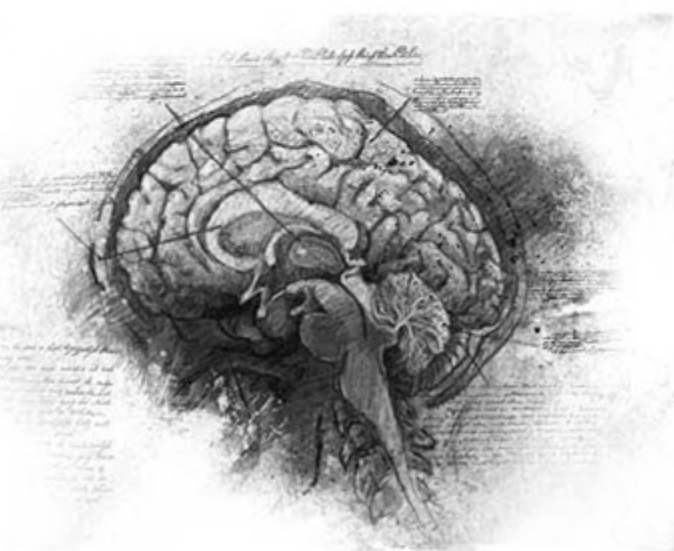
	Équilibre	Symptôme	Syndrome	Folie
TRAUMA :	OOOOOO	OOOOOO	OOOOOO	OOOOOO
Endurcissement :	OOOOOO	OOOOOO	OOOOOO	OOOOOO

Désordre : Paranoïa

Acc./Aff. :

Séquelles :

Aptitude Spé. :



## Personnalité

Conscience : 6

Instinct : 6

Orientation : Rationnelle

Traits de caractère : Qualité : Indépendant

Défaut : Hésitant

## Travers


Passion : 4

Subversion : 2

Émotivité : 3

Doute : 5

Culpabilité : 1

 Points d'Expérience : Reste : 30 Total : 100

Faits marquants : A young man who is determined in his deeds. Once his decision is made, nothing can stop him.

This said, he tends to turn to the highest bidder and doesn't really care about his promises. He can appear immoral to many people. Patient and observant, He is crafty, but his greatest qualities remain his perseverance and his tenacity. His morality is flexible and even thin. All sources of knowledge are valuable in his eyes. But from his open mind also comes his biggest weakness: a persisting doubt on the direction he's going to take in his life. Should he investigate in the big city or settle down in the woods taking small tracking jobs.(...)

