Les Ombres d'Esteren
Feuille de Personnage

Nom : Luther   **Joueur** : Patrick

Sexe : F   **Âge** : 21   **Peuple** : Continent   **Métier** : Investigateur

Description : Investigator/Tracker/Hunter

Voies

Combativité : 4

Empathie : 3

Créativité : 2

Raison : 5

Idéal : 1

Avantages

Bonne vue

Vive d'esprit

Désavantages

Ennemi

Pauvre

État de santé

Bon		O O O O O
Moyen	-1	O O O O O
Grave	-2	O O O O
Critique	-3	O O O O
Agonie		O

Vigueur : 10

Survie : 3

Domaines & Disciplines

◉ Artisanat
O O O O O + (CRÉA : 2)
Bonus :   Malus :
Disc :
Disc :
Disc :

◉ Magience
O O O O O + (RAI : 5)
Bonus : +1   Malus :
Disc :
Disc :
Disc :

◉ Perception
● ● ● ● ● + (RAI : 5)
Bonus : +1   Malus :
Disc :
Disc :
Disc :

◉ Représentation
O O O O O + (CRÉA : 2)
Bonus :   Malus :
Disc :
Disc :
Disc :

◉ Combat au C.
● ● ● O O + (COMB : 4)
Bonus :   Malus :
Disc :
Disc :
Disc :

◉ Milieu Naturel
O O O O O + (EMP : 3)
Bonus :   Malus :
Disc :
Disc :
Disc :

◉ Prière
O O O O O + (IDÉ : 1)
Bonus :   Malus :
Disc :
Disc :
Disc :

◉ Science
● ● ● O O + (RAI : 5)
Bonus : +1   Malus :
Disc :
Disc :
Disc :

◉ Discrétion
● O O O O + (EMP : 3)
Bonus :   Malus :
Disc :
Disc :
Disc :

◉ Mys. Demorthèn
O O O O O + (EMP : 3)
Bonus :   Malus :
Disc :
Disc :
Disc :

◉ Prouesses
O O O O O + (COMB : 4)
Bonus :   Malus :
Disc :
Disc :
Disc :

◉ Tir & Lancer
● ● ● ● ● + (COMB : 4)
Bonus : +1   Malus :
Disc :
Disc :
Disc :

◉ Érudition
O O O O O + (RAI : 5)
Bonus :   Malus :
Disc :
Disc :
Disc :

◉ Occultisme
O O O O O + (RAI : 5)
Bonus : +1   Malus :
Disc :
Disc :
Disc :

◉ Relation
● ● ● ● O + (EMP : 3)
Bonus :   Malus :
Disc :
Disc :
Disc :

◉ Voyage
O O O O O + (EMP : 3)
Bonus :   Malus :
Disc :
Disc :
Disc :

Armes

Arc _____ dom : 2

_____ dom :

_____ dom :

_____ dom :

_____ dom :

Potentiel : 2

Attitudes de combat
CàC/Tir

⊕ **Standard**
Att : 7/10 Def : 13 Rap : 7

⊕ **Offensive**
Att : 9/12 Def : 11 Rap : 7

⊕ **Défensive**
Att : 5/8 Def : 15 Rap : 7

⊕ **Rapide**
Att : 7/10 Def : 11 Rap : 9

⊕ **Mouvement**
Att : 0/0 Def : 15 Rap : 7

Défense :
OOOOO OOOOO

Rapidité :
OOOOO

Armures :
Cotte de cuir clouté (2)

_____

Équipement

Linen Pants

Rope Sandals

Leather gloves

Trésor

O _____ △ Braise

O _____ △ Azur

O _____ △ Givre

Objets précieux

_____

_____

Artefact

_____

Arts de combat

Archerie

_____

Ressources

OOOOO OOOOO OOOOO

OOOOO OOOOO OOOOO

OOOOO OOOOO OOOOO

Rindath

Score : 9 / 9

Ogham :

Exaltation ❄

Score : 3 / 3

❄ **Miracles majeurs :**

❄ **Miracles mineurs :**

Flux

Flux minéral
OOOOO OOOOO OOOOO

Flux végétal
OOOOO OOOOO OOOOO

Flux organique
OOOOO OOOOO OOOOO

Flux fossile
OOOOO OOOOO OOOOO

ᚻistoire

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 life, he does not yet know.(...)

Santé mentale

Résistance mentale : 6

	Équilibre	Symptôme	Syndrome	Folie
TRAUMA :	OOOOO	OOOOO	OOOOO	OOOOO
Endurcissement :	OOOOO	OOOOO	OOOOO	OOOOO

Désordre : Paranoïa

Acc./Aff. :

Séquelles :

Aptitude Spé. :

Personnalité

Conscience : 6   Instinct : 6   Orientation : Rationnelle

Traits de caractère : Qualité : Indépendante

Défaut : Hésitante

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.(...)