

# 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 desprit

### 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 + (COMB : 4)

Bonus :    Malus :

Disc :

Disc :

Disc :

### Discretion

● 0 0 0 0 + (EMP : 3)

Bonus :    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 : +1 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 :    Malus :

Disc :

Disc :

Disc :

### Relation

● ● ● ● 0 + (EMP : 3)

Bonus :    Malus :

Disc :

Disc :

Disc :

### Représentation

0 0 0 0 0 + (CRÉA : 2)

Bonus :    Malus :

Disc :

Disc :

Disc :

### Science

● ● ● ● 0 + (RAI : 5)

Bonus : +1 Malus :

Disc :

Disc :

Disc :

### Tir & Lancer

● ● ● ● ● + (COMB : 4)

Bonus : +1 Malus :

Disc :

Disc :

Disc :

### Voyage

0 0 0 0 0 + (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:

00000 00000

# Rapidité:

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# Armures:

Cotte de cuir clouté (2)



# ⊕ Équipement

Linen Pants \_\_\_\_\_

Rope Sandals \_\_\_\_\_

Leather gloves \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# ⊕ Artefact

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# ⊕ Trésor

0  Braise

0  Azur

0  Givre

# Objets précieux

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# ⊕ Ressources

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00000 00000 00000

00000 00000 00000

# Rindath

Score: 9 / 9



# Ogham:



# Exaltation

Score: 3 / 3



# ⊕ Miracles majeurs:

\_\_\_\_\_

\_\_\_\_\_

# ⊕ Miracles mineurs:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# Flux



## Flux minéral

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## Flux végétal

00000 00000 00000

## Flux organique

00000 00000 00000

## Flux fossile

00000 00000 00000



## Historie

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

## Santé mentale

Résistance mentale : 6

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

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.(...)

