

Ombres d'Esteren

Feuille de Personnage

Nom: Viktor Alexeev

Joueur: Lana

Sexe: H Âge: 29 Peuple: Osag

Métier: Chevalier

Description: Stoic defender who has lot to do with his emotions

Voies

Combativité: 5

Empathie: 3

Créativité: 3

Raison: 1

Idéal: 3

Avantages

Endurant x2

Désavantages

Laid

Timide

État de santé

Bon 000000

Moyen -1 000000

Grave -2 00000

Critique -3 00000

Agonie 0



Vigueur: 12

Survie: 3

Domaines & Disciplines

Artisanat

●●●●●+(CRÉA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

Combat au C.

●●●●●+(COMB:5)

Bonus: Malus:

Disc: Épées 6

Disc:

Disc:

Discretion

●●●●●+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

Érudition

●●●●●+(RAI:1)

Bonus: Malus:

Disc:

Disc:

Disc:

Magience

●●●●●+(RAI:1)

Bonus: Malus:

Disc:

Disc:

Disc:

Milieu Naturel

●●●●●+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

Mys. Demorthen

●●●●●+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

Occultisme

●●●●●+(RAI:1)

Bonus: Malus:

Disc:

Disc:

Disc:

Perception

●●●●●+(RAI:1)

Bonus: Malus:

Disc:

Disc:

Disc:

Prière

●●●●●+(IDÉ:3)

Bonus: Malus:

Disc:

Disc:

Disc:

Prouesses

●●●●●+(COMB:5)

Bonus: +2 Malus:

Disc:

Disc:

Disc:

Relation

●●●●●+(EMP:3)

Bonus: Malus: ~2

Disc:

Disc:

Disc:

Représentation

●●●●●+(CRÉA:3)

Bonus: Malus: ~2

Disc:

Disc:

Disc:

Science

●●●●●+(RAI:1)

Bonus: Malus:

Disc:

Disc:

Disc:

Tir & Lancer

●●●●●+(COMB:5)

Bonus: Malus:

Disc:

Disc:

Disc:

Voyage

●●●●●+(EMP:3)

Bonus: Malus:

Disc: Navigation 6

Disc:

Disc:



Armes

Epée longue droite Osag dom : 3

dom :

dom :

dom :

dom :

Potentiel : 2

Attitudes de combat

CàC/Tir



Standard

Att : 10/5 Def : 9 Rap : 8



Offensive

Att : 12/7 Def : 7 Rap : 8



Défensive

Att : 8/3 Def : 11 Rap : 8



Rapide

Att : 10/5 Def : 7 Rap : 10



Mouvement

Att : 0/0 Def : 11 Rap : 8

Défense :

00000 00000

Rapidité :

00000

Armures :

Armure de plaques (4)

Pavois du temple (1)



Équipement

Equipment section with 10 horizontal lines for notes.



Trésor

0



Braise

0



Azur

0



Givre

Objets précieux

Precious objects section with 3 horizontal lines for notes.



Artefact

Artifact section with 3 horizontal lines for notes.



Arts de combat

Parade

Arts de combat section with 3 horizontal lines for notes.



Ressources

00000 00000 00000

00000 00000 00000

00000 00000 00000

Rindath

Score : 11 / 11



Ogham :



Exaltation

Score : 9 / 9



Miracles majeurs :

Miracles majeurs section with 4 horizontal lines for notes.



Miracles mineurs :

Miracles mineurs section with 4 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 : Gwidre - Archipel des Cendres - Rural

Classe sociale : Noblesse

Revers : Rumeur - Violence

Viktor Alexeev or Виктор Алексеев was born into a lords family in the ashed archipelago and thus raised to be a knight. While enlisted in the army he was a map keeper and therefore is trained in navigation. While on a campaign his home was sacked and his family was taken hostage. In an unfortunate "accident" his family was killed in a "crossfire". It is rumored that- as soon as he found out he became enraged killing his superior and many other men in the fury.



Santé mentale

Résistance mentale : 8

TRAUMA :

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

Désordre : Frénésie

Acc./Aff. :

Séquelles :

Aptitude Spé. :



Personnalité

Conscience : 4

Instinct : 8

Orientation : Instinctive

Traits de caractère : Qualité : Courageux

Défaut : Téméraire



Travers



Passion : 5

Subversion : 3

Émotivité : 3

Doute : 1

Culpabilité : 3



Points d'Expérience : Reste : 0 Total : 100

Faits marquants : Stalwart defender and protector of innocent lives. becomes enraged and dismisses all other worries throwing away his shield and sword switching over to his claymore sundering his opponents with selfless heavy blows. Cool headed in discussion yet rough in friendship. Defending in combat yet enraged once heavily pained or an ally is hit he will stop at nothing to tear his opponent asunder.

