

# Ombres d'Esteren

## Feuille de Personnage

Nom: **Liet Coffret**

Joueur: **Colleen**

Sexe: **F** Âge: **26** Peuple: **Tri-Kazel**

Métier: **Artisan**

Description: *gifted city seamstress*

### Voies

Combativité: **1**

Empathie: **5**

Créativité: **4**

Raison: **3**

Idéal: **2**

### Avantages

Allié isolé

Belle

Intuitive

### Désavantages

Fragile

Malchanceuse

### État de santé

Bon 00000

Moyen -1 00000

Grave -2 0000

Critique -3 0000

Agonie 0



Vigueur: **10**

Survie: **2**

## Domaines & Disciplines

### Artisanat

●●●●●+(CRÉA: 4)

Bonus: Malus:

Disc: Confection **6**

Disc:

Disc:

### Combat au C.

●○○○○+(COMB: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Discretion

●○○○○+(EMP: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Érudition

●●●○○+(RAI: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

○○○○○+(RAI: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Milieu Naturel

○○○○○+(EMP: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Mys. Demorthèn

●●○○○+(EMP: 5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Occultisme

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Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

●●●○○+(RAI: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Prière

○○○○○+(IDÉ: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Prouesses

○○○○○+(COMB: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Relation

●●●●●+(EMP: 5)

Bonus: +2 Malus:

Disc:

Disc:

Disc:

### Représentation

○○○○○+(CRÉA: 4)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Science

○○○○○+(RAI: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Tir & Lancer

○○○○○+(COMB: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Voyage

○○○○○+(EMP: 5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:



## Armes

dom:  
dom:  
dom:  
dom:  
dom:

Potentiel : 2

## Attitudes de combat

CàC/Tir

- ⊕ Standard  
Att: 2/1 Def: 13 Rap: 6
- ⊕ Offensive  
Att: 4/3 Def: 11 Rap: 6
- ⊕ Défensive  
Att: 0/-1 Def: 15 Rap: 6
- ⊕ Rapide  
Att: 2/1 Def: 11 Rap: 8
- ⊕ Mouvement  
Att: 0/0 Def: 15 Rap: 6

## Défense :

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## Rapidité :

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## Armures :



## Équipement

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## Trésor

- 0  Braise
- 0  Azur
- 0  Givre

## Objets précieux

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## Artefact

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## Arts de combat

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## Ressources

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## Rindath



Score : 10 / 10


Ogham :



## Exaltation



Score : 6 / 6


 Miracles majeurs :

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 Miracles mineurs :

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## Flux



Flux minéral

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Flux végétal

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Flux organique

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Flux fossile

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Lieu de naissance : Taol-Kaer - Duché de Gorm - Urbain

## Historie

Classe sociale : Artisan

Revers : Rumeur - Amour tragique

Liet married young to a travelling merchant who took her from her small town and brought her to the city. 8 years and 2 kids later, Liet runs a quiet but successful seamstress business with her husband. With money coming in regularly, and a happy family to care for, why is Liet so miserable? Does she miss her past or is she afraid it'll catch up to her when she least expects it? Something has to change, because Liet feels like the oxygen is slowly leaving the room and the city is continuing on without her.

## Santé mentale

Résistance mentale : 7

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

Désordre : Mélancolie

Acc./Aff. :

Séquelles :

Aptitude Spé. :



## Personnalité

Conscience : 5

Instinct : 5

Orientation : Instinctive

Traits de caractère : Qualité : Réceptive

Défaut : Faible caract<sup>re</sup>

## Travers

Passion : 1

Subversion : 4

Émotivité : 5

Doute : 3

Culpabilité : 2

Points d'Expérience : Reste : 30 Total : 100

Faits marquants : Liet was raised in the ways of Demorthèn magic and was training as an Ionnthèn when she met Avide Coffret. He saw her beauty and wild spirit and knew he had to have her, wooing her persistently with charm and compliments and beautiful gowns. Flattered, she gave in to what she thought was a passing fling that became much more permanent when she discovered she was pregnant. Persuaded with thoughts of "true love" and "family", she agreed to marry him and leave her home behind. Only once settled in the city with a baby in her arms did the sad reality start to sink in: Avide truly loved her, but she did not love him. Rumors still flutter around the block about the merchant(...)

