

• NAME : • AGE : • SEX : • ETHNICITY :
 • BIRTH PLACE : • SOC. RANK : • PROFESSION :
 • CHARACTER TRAITS ☺ : ☹ :

• JOUEUR :
 • total xp : • avail. xp :
 • apparence :

Shadows of Esteren

alternative character sheet

DOMAINS & DISCIPLINES

☞ **craft** ○○○○○ + CR :
 disc. : ±
 disc. : ±
 disc. : ±

☞ **magiENCE** ○○○○○ + RE :
 disc. : ±
 disc. : ±
 disc. : ±

☞ **perception** ○○○○○ + RE :
 disc. : ±
 disc. : ±
 disc. : ±

☞ **PERFORMANCE** ○○○○○ + CR :
 disc. : ±
 disc. : ±
 disc. : ±

☞ **close combat** ○○○○○ + COMB :
 disc. : ±
 disc. : ±
 disc. : ±

☞ **NATURAL ENVIRON.** ○○○○○ + EM :
 disc. : ±
 disc. : ±
 disc. : ±

☞ **PRAYER** ○○○○○ + CONV :
 disc. : ±
 disc. : ±
 disc. : ±

☞ **SCIENCE** ○○○○○ + RE :
 disc. : ±
 disc. : ±
 disc. : ±

☞ **stealth** ○○○○○ + EM :
 disc. : ±
 disc. : ±
 disc. : ±

☞ **DEMORTHEN. MYS** ○○○○○ + EM :
 disc. : ±
 disc. : ±
 disc. : ±

☞ **Feats** ○○○○○ + COMB :
 disc. : ±
 disc. : ±
 disc. : ±

☞ **shoot/throw** ○○○○○ + COMB :
 disc. : ±
 disc. : ±
 disc. : ±

☞ **ERUDITION** ○○○○○ + RE :
 disc. : ±
 disc. : ±
 disc. : ±

☞ **occultISM** ○○○○○ + RE :
 disc. : ±
 disc. : ±
 disc. : ±

☞ **RELATION** ○○○○○ + EM :
 disc. : ±
 disc. : ±
 disc. : ±

☞ **travel** ○○○○○ + EM :
 disc. : ±
 disc. : ±
 disc. : ±

WAYS

• creat. : • COMBATIV. : • empathy : • REASON : • CONVICTION :
 +
 • INSTINCT : • CONSCIOUSNESS :
 -
 • ORIENTATION :
 +
 • SUBVERSION (CR) :
 • PASSION (COMB) :
 • INFLUENCE (EM) :
 • DOUBT (RE) :
 • GUILT (CONV) :

PHYSICAL ABILITIES

• STAMINA (10 +) :
 • SURVIVAL (3 +) :
 • PROTECTION :
 • POTENTIAL ($\begin{matrix} 2 \leq CR = 1 \rightarrow 1 \\ CR \leq 4 \rightarrow 2 + \\ CR = 5 \rightarrow 3 \end{matrix}$) :
 health {
 • GOOD ○○○○○
 • OKAY (-1) ○○○○○
 • BAD (-2) ○○○○
 • CRITICAL (-3) ○○○○ ☠ ○

COMBAT & WEAPONS

• NAME : DAMAGE :
 • BONUS :

{
 • DEFENSE (EM + RE + 5 +) OFFENSIVE -PO DEFENSIVE +PO QUICK -PO MOVE+ +PO
 • SPEED (EM + COMB +) OFFENSIVE +PO DEFENSIVE -PO QUICK +PO MOVE.
 • ATTACK (COMB + CC / Shoot +) OFFENSIVE +PO DEFENSIVE -PO QUICK +PO MOVE.

• NAME : DAMAGE :
 • BONUS :

{
 • DEFENSE (EM + RE + 5 +) OFFENSIVE -PO DEFENSIVE +PO QUICK -PO MOVE+ +PO
 • SPEED (EM + COMB +) OFFENSIVE +PO DEFENSIVE -PO QUICK +PO MOVE.
 • ATTACK (COMB + CC / Shoot +) OFFENSIVE +PO DEFENSIVE -PO QUICK +PO MOVE.

MENTAL ABILITIES

• RES. MENTALE (CONV + 5 + $\begin{matrix} 6 \leq \text{HARDEN} \leq 10 \rightarrow 3 \\ 11 \leq \text{HARDEN} \leq 15 \rightarrow 6 \\ 16 \leq \text{HARDEN} \leq 20 \rightarrow 9 \end{matrix}$) :
 • health:

	balance	SYMPTOM	SYNDROME	MADNESS
trauma (ORIENT.)	○○○○○	○○○○○	○○○○○	○○○○○
HARDENING	○○○○○	○○○○○	○○○○○	○○○○○

 • DISORDER : • SCARRING :

⌘ ADVANTAGES ⌘

⌘ DISADVANTAGES ⌘

⌘ NOTES ⌘

⌘ ILLUSTRATION ⌘

⌘ EQUIPMENT ⌘

- treasure : F, A, E
- valuables :

- misc. equipments :

- artifacts :

⌘ FLUX ⌘

- mineral : • vegetal :
- organic : • fossil :

⌘ RINDACH ⌘

- rating :
- ogham :

⌘ EXALCATION ⌘

- rating :
- maj. miracles :

- min. miracles :

